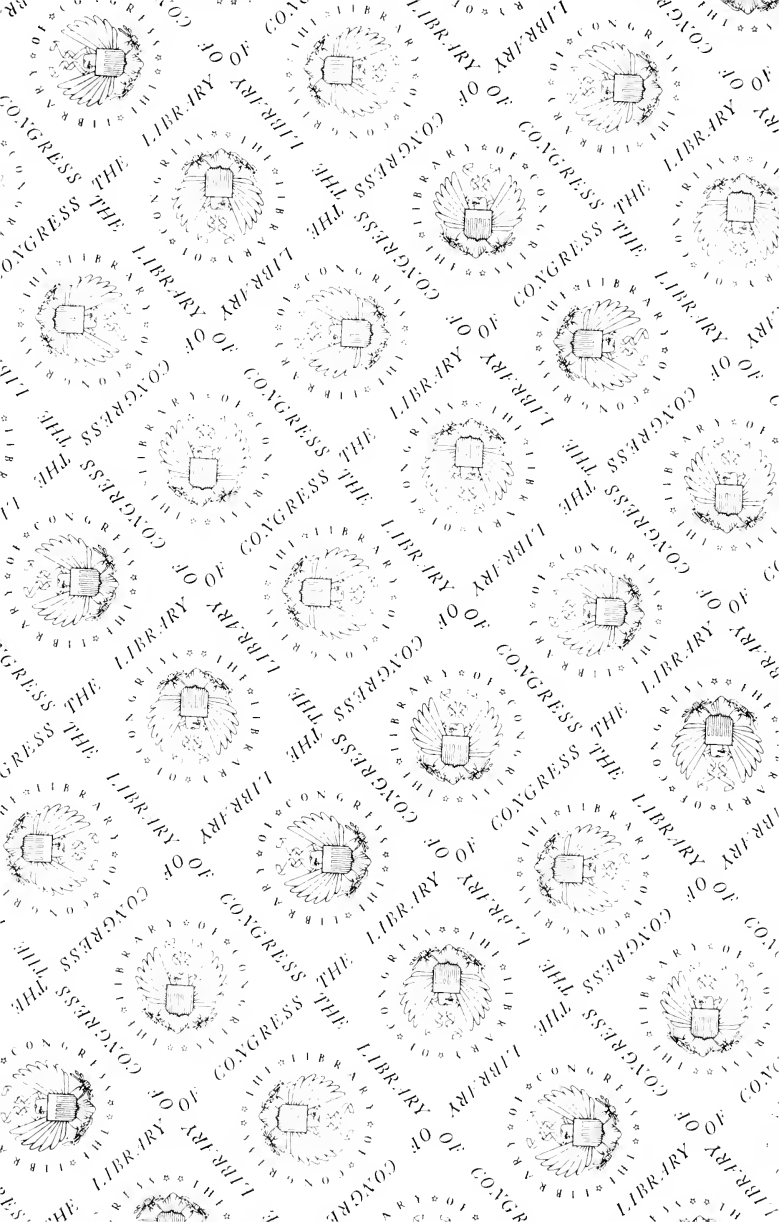


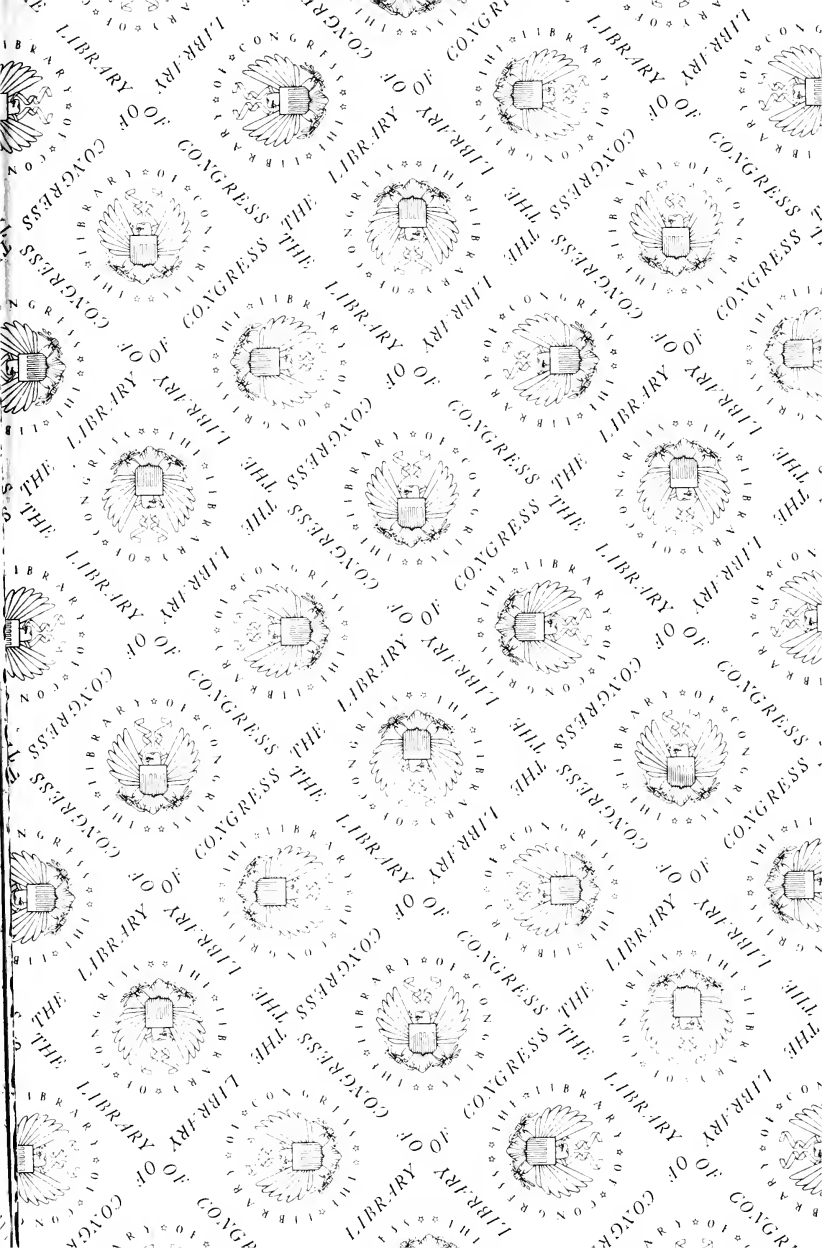
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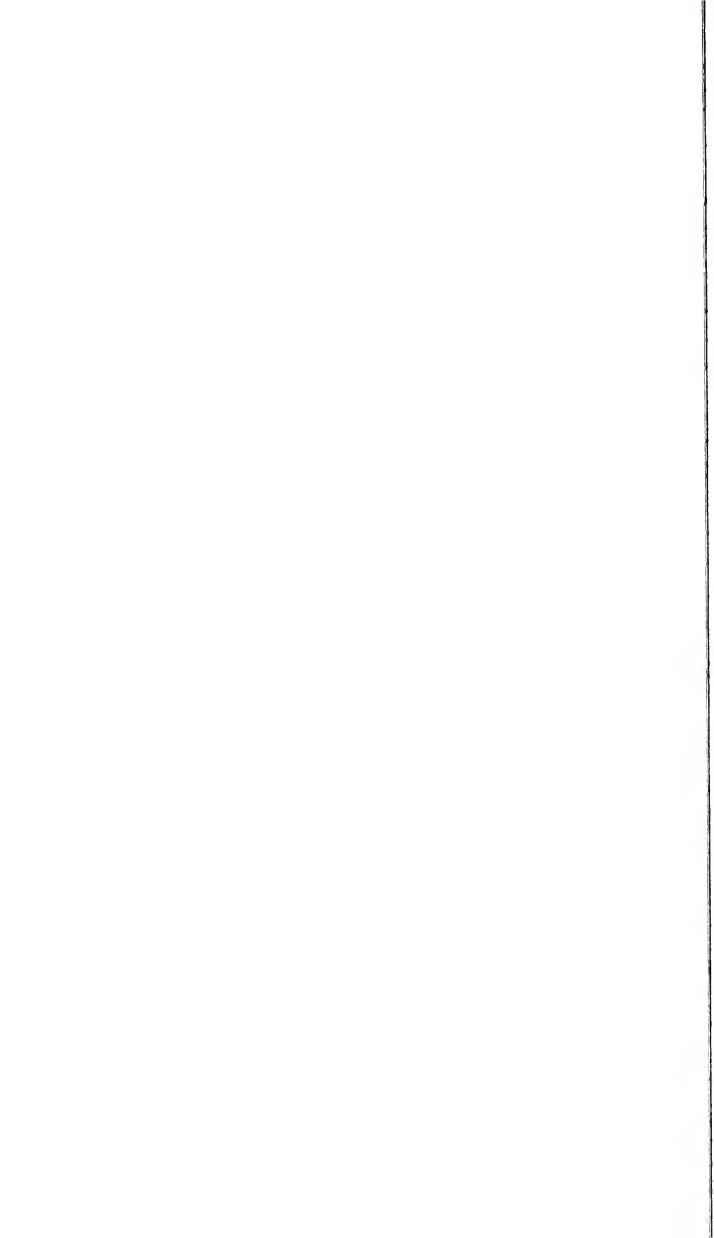
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1890







HAND BOOK

OF THE

Amateur Athletic Union

OF THE UNITED STATES,

CONTAINING ITS

Constitution and By-Laws



AND



Official Athletic Rules.

ALSO RULES ON

BICYCLING, BOWLING, BOXING, BASE-BALL,
FENCING, FOOT-BALL, ROWING,
WRESTLING, LAWN TENNIS, LACROSSE,
RACQUETS, CROSS-COUNTRY RUNNING,

ADOPTED BY THE A. A. U.

PRICE 25 CENTS.

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CONSTITUTION,
BY-LAWS,
GENERAL AND ATHLETIC RULES
OF THE
AMATEUR ATHLETIC UNION
" OF THE
UNITED STATES.

15
JANUARY 1, 1890.



PUBLISHED BY
A. G. SPALDING & BROS.

241 & 243 BROADWAY, NEW YORK.

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A. G. Mills, N. Y. A. C.

LIST OF CLUBS

Members of the Amateur Athletic Union.

Athletic Club of Schuylkill Navy	Philadelphia, Penn.
Acorn Athletic Club.....	Brooklyn, L. I.
Actors A. A. A. A.....	New York City.
Allerton Athletic Club.....	New York City.
American Athletic Club	New York City.
Atalanta Wheelmen	Newark, N. J.
Atlantic City Athletic Club.....	Atlantic City, N. J.
Baltimore Athletic Club	Baltimore, Md.
Bedford Athletic Club.....	Brooklyn, N. Y.
Berkeley Athletic Club.....	New York City.
Boston Athletic Association.....	Boston, Mass.
Brighton Athletic Club.....	Brooklyn, L. I.
Buffalo Lacrosse Club.....	Buffalo, N. Y.
Cape May City Athletic Club.....	Cape May, N. J.
Cathedral Athletic Association.....	New York City.
Catholic Club Athletic Association.	Detroit, Mich.
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Co. D Athletic Association of 47th Regiment.....	Brooklyn, N. Y.
Co. I. 69th Regiment Athletic Association.....	New York City.
Columbia Athletic Club.....	Washington, D. C.
Corinthian Athletic Association.....	Staten Island, N. Y.
Detroit Athletic Club.....	Detroit, Mich.
Fishkill Athletic Association.....	Fishkill, N. Y.
Flushing Athletic Club	Flushing, L. I.
Highland Athletic Club	Philadelphia, Penn.
Iroquois Athletic Association.....	Buffalo, N. Y.
Jersey City Athletic Club.....	Jersey City, N. J.
Lorillard Debating and Athletic Association	Jersey City, N. J.
Manhattan Athletic Club.....	New York City.
Mass. Inst. of Tech. Athletic Club.....	Boston, Mass.
Metropolitan Rowing Club.....	New York City.
Michigan Athletic Club.....	Detroit, Mich.
Mohican Athletic Club.....	Newark, N. J.

National Athletic Club.....	Brooklyn, L. I.
Nautilus Boat Club.....	Brooklyn, L. I.
Newburgh Athletic Club.....	Newburgh, N. Y.
New England Skating Association.....	Boston, Mass.
New Haven Athletic Club.....	New Haven, Conn.
New Jersey Athletic Club.....	Bergen Point, N. J.
New York Athletic Club.....	New York City.
New York Turn Verein.....	New York City.
North American Turner Bund.....	United States.
Northfield Athletic Club.....	Mariner's Harbor, S. I.
Orange Athletic Club.....	Orange, N. J.
Olympic Athletic Club.....	San Francisco, Cal.
Owash-to-nong Boat Club.....	Grand Rapids, Mich.
Pastime Athletic Club.....	New York City.
Pastime Athletic Club.....	St. Louis, Mo.
Pastime Turn and Athletic Club.....	Middle Village, L. I.
Prospect Harriers.....	Brooklyn, N. Y.
Pullman Athletic Club.....	Pullman, Ill.
Ravenswood Boat Club.....	Long Island, N. Y.
Reading Athletic Club.....	Boston, Mass.
Richmond County Athletic Club.....	Stapleton, S. I.
Riverside Athletic Club.....	Newark, N. J.
Scottish American Athletic Club.....	Jersey City, N. J.
Southern Athletic Club.....	New Orleans, La.
St. George Athletic Club.....	New York City.
Star Athletic Club.....	Long Island City, L. I.
Staten Island Cricket and Base Ball Club.....	Livingston, S. I.
Staten Island Athletic Club.....	West New Brighton, S. I.
Tenth Separate Co. Athletic Association.....	Newburgh, N. Y.
Titan Athletic Club.....	New York City.
Trimont Athletic Club.....	Boston, Mass.
Twelfth Regiment Athletic Association.....	New York City.
Varuna Boat Club.....	Brooklyn, L. I.
Vesper Boat Club.....	Philadelphia, Pa.
Warren Athletic Club.....	Wilmington, Del.
Wayne Athletic Association.....	Jersey City, N. J.
West Side Athletic Club.....	New York City.
West End Athletic Association.....	Newark, N. J.
Yonkers Athletic Association.....	Yonkers, N. Y.

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AMATEUR ATHLETIC UNION

OF THE UNITED STATES.

ORGANIZED JANUARY 21, 1888.

The abuses which had crept into amateur athletics, and which were slowly but surely undermining all genuine amateur sport, induced several of the leading athletic clubs in the United States, in the Fall of 1887, to take steps toward forming an amateur union, which should be national in character, and whose definition of an amateur should be so strictly drawn and enforced as to avoid any possible misconception or evasion. At the preliminary meeting held in New York, October 1st, 1887, there were represented the following clubs: The Athletic Club of the Schuylkill Navy, of Philadelphia, Pa.; the Pastime Athletic Club, of New York; the Olympic Athletic Club, of New York; the Jersey City Athletic Club, of Jersey City, N. J.; the Detroit Athletic Club, of Detroit, Mich.; the Columbia Athletic Club of Washington, D. C.; the Warren Athletic Club, of Wilmington, Del.; the Indianapolis Athletic Club, of Indianapolis, Ind.; and the New York Athletic Club, New York.

At this meeting a committee was appointed to draft a Constitution and By-Laws, which were adopted at the

subsequent meeting, for organization, held in New York, January 21st, 1888, and at which time the following clubs qualified as charter members :

The Athletic Club of the Schuylkill Navy, of Philadelphia, Pa.; the New York Athletic Club, of New York; the Detroit Athletic Club, of Detroit, Mich.; the Chicago Amateur Athletic Association, of Chicago, Ill.; the Columbia Athletic Club, of Washington, D. C.; the New Jersey Athletic Club, of Bayonne, N. J.; the Staten Island Athletic Club, of West Brighton, S. I.; the Pastime Athletic Club, of New York; the Olympic Athletic Club, of New York; the Cape May City Athletic Club, of Cape May, N. J.; the Warren Athletic Club, of Wilmington, Del.; the Chester City Cricket Club, of Chester, Pa.; the Nassau Athletic Club, of Brooklyn, N. Y.; the Stevens' Institute Athletic Club, of Hoboken, N. J. Since then the Stevens' Institute Athletic Club has withdrawn from membership; and the Garden City Athletic Club, of Chicago, Ill.; the Wanderers' Cricket and Athletic Club, of Chicago, Ill.; the Pullman Athletic Club, of Pullman, Ill.; the Highland Athletic Club, of Philadelphia, Pa.; the Flushing Athletic Club, of Flushing, L. I.; the Fencing and Sparring Club, of Philadelphia, Pa.; the New York Turn Verein, of New York; the Jersey City Athletic Club, of Jersey City, N. J.; the Varuna Boat Club, of Brooklyn, N. Y.; the Riverside Athletic Club, of Newark, N. J.; the American Athletic Club, of New York; the Twelfth Regiment Athletic Association, of New York; the Union Athletic Club, of Chicago, Ill.; and the First Regiment N. G. S. I. Athletic Association, of Chicago, Ill., had been admitted. The union has now been in existence for two and a half years, and the associate clubs number 73, and new clubs are being elected at every meeting.

The earnest and sincere labors of the Board of Managers have resulted in the following championship

meetings which have been held, and are still given each year:

1. Boxing, Wrestling and Fencing championships.
2. Gymnastic championships.
3. All-around general individual athletic championship.
4. In-door track and field athletic championship.
5. Out-door track and field athletic championship.
6. Eastern States track and field athletic championship.
7. Western States track and field athletic championship.
8. Swimming championship.
9. Base Ball League championship (started May, 1890).
10. Lacrosse League championship (to start Aug. 2, 1890).

RESOLUTION PASSED JANUARY 31ST, 1890.

It was decided that in future all handicap fees should be paid before the handicaps are returned.

RESOLUTION PASSED MARCH 2D, 1890.

Any person receiving compensation for services performed in an athletic club, or in any capacity in connection with athletic games, will be ineligible to compete, and remain ineligible until his case has been passed upon by the Board of Managers.

RESOLUTION PASSED MAY 13TH, 1890.

Resolved:—That official scorers and measurers at all games held under A. A. U. rules be directed and required to hand to the official handicapper or to the Secretary of the A. A. U. scores of all contests at such meetings, before such officials leave the grounds, or in the event of such A. A. U. officials not being present, that such scores shall be mailed to the official handicapper of the A. A. U. within twenty-four hours. Also, that the clerk of the course at all A. A. U. games send, as above, a complete list of all starters in each event.

CONSTITUTION
— OF THE —
AMATEUR ATHLETIC UNION
— OF THE —
UNITED STATES.

ARTICLE I.

NAME.

This organization shall be known as **THE AMATEUR ATHLETIC UNION** of the United States.

ARTICLE II.

OBJECTS.

The objects of this Union are :

1. The improvement in and encouragement of athletic sports among amateurs.

2. The establishment and maintenance throughout the United States of a uniform test of amateur standing, and uniform rules for the government of all athletic sports within its jurisdiction.

3. The incorporation into one body of all eligible amateur athletic clubs in the United States desiring membership therein, or into separate associations of clubs with representation in this Union, as may from time to time be deemed best adapted to advance the cause of amateur athletics and to foster and promote the interests of the several clubs.

4. To institute, regulate and award the amateur athletic championships of the United States.

ARTICLE III.

APPLICATION FOR MEMBERSHIP.

1. Amateur Athletic Clubs eligible to membership, under Article IV., desiring to become members of the Union, shall make application therefor in writing to the Secretary, and in such form as may be prescribed by the Board of Managers, submitting therewith a copy of their Constitution, and declaring on honor that such Club conforms in all respects to said Article IV. The Board of Managers shall investigate and shall elect or reject such applicant for membership as provided in Article VIII., Section 1.

The application for membership herein provided for, and an acceptance of membership of the Union, shall operate as a promise and agreement, on the part of said applicant Club and member, to abide by the Constitution, By-Laws and Rules of the Union, and to respect, abide by and enforce all decisions of the Board of Managers.

2. Application for Associate Membership in this Union by any Association of Clubs shall be in such form and on such terms as may from time to time be prescribed by the Board of Managers.

ARTICLE IV.

MEMBERSHIP.

The Union shall consist of Amateur Athletic Associations or Clubs who adopt the following definition of an Amateur :

“ One who has not entered in an open competition; or for either a stake, public or admission money, or entrance fee; or under a fictitious name; or has not competed with or against a professional for any prize or where admission fee is charged; or who has not instructed, pursued or assisted in the pursuit of athletic exercises as a means of livelihood, or for gain or any

emolument; or whose membership of any Athletic Club of any kind was not brought about or does not continue because of any mutual understanding, express or implied, whereby his becoming or continuing a member of such Club would be of any pecuniary benefit to him whatever, direct or indirect, and who shall in other and all respects conform to the rules and regulations of this organization."

And of such Amateur Athletic Clubs, who, in addition to the adoption of the above definition, shall have a *bona fide* amateur membership of at least fifty; shall be organized and continue for amateur athletic pursuits of any kind, and shall not have among their members any professional athlete, except that clubs, members of the "Turner Bund," shall not be debarred from membership in the Union by reason of their instructors being members thereof. Nor shall the baseball teams of the members of the Union be debarred from playing professional baseball teams, provided that no member of a Union club shall receive any share of the gate money or compensation under any guise whatever for participating in any game of baseball.

ARTICLE V.

DUES.

Every club member shall annually pay to the Treasurer, at least ten days before the annual meeting, the following amounts as annual dues, *i. e.*: Clubs of 50 and less than 250 members, \$5; Clubs of 250 and less than 1,000 members, \$10, and clubs of 1,000 or more members, \$15; provided that every applicant for membership shall remit with its application to the Secretary the amount of its annual dues, according to the foregoing schedule; and shall not again be liable for the payment of dues until the year following the next ensuing annual meeting.

A failure to pay said dues within the time prescribed shall operate to prevent a representation of and a vote by the delinquent Club. at any meeting of the Union ; and a continued indebtedness for dues or other charges for a period of six months shall operate as a loss of membership by the delinquent Club.

ARTICLE VI.

MANAGEMENT.

The management of the Union shall be delegated and committed to a Board of Managers, consisting of fifteen delegates, who shall be chosen at each annual meeting of the Union, for a term of one year, but to continue in office until their successors are chosen.

This Board of Managers so chosen shall, from among their number, select a President, two Vice-Presidents, a Secretary and a Treasurer, each of whom shall serve for a term of one year, or until his successor is chosen, and each of whom shall perform the duties prescribed by the By-Laws.

ARTICLE VII.

REPRESENTATION OF MEMBERS AND ELECTION OF BOARD OF MANAGERS.

1. Each Association or Club, if not delinquent or suspended, as prescribed by this Constitution, or the By-Laws hereunder, may be represented at any meeting of the Union by not more than three delegates, who shall have but one vote. The Board of Managers shall be elected from such delegates only. Not more than one member of the Board of Managers shall be selected from any one Association or Club, except that, in case less than fifteen Associations and Clubs be members of the Union at the time of such election, or the occurrence of a vacancy in the Board, more than one member may be selected from one of such Associations or Clubs.

2. Election of members of the Board of Managers shall only occur at the annual meeting, and by a majority vote of representatives present, entitled to vote, except that the Board of Managers, upon the occurrence of a vacancy therein, from any cause, in the interim between meetings of the Union, may elect a new member of said Board—but only from among delegates as prescribed for elections by the Union. Such member so elected shall serve until the next meeting of the Union thereafter, when a new member shall be elected by the Union in the manner prescribed by this Constitution.

ARTICLE VIII.

DUTIES AND POWERS OF BOARD OF MANAGERS.

The Board of Managers shall, in addition to the powers elsewhere herein prescribed, have power, and it shall be their duty :

1. To admit to membership any Association or Club eligible under this Constitution applying therefor, if by a two-thirds vote they deem proper, or in their discretion to exclude such applicant.

2. To prescribe and amend By-Laws and Rules for the government of themselves and the Union.

3. To fix and enforce penalties for any violation of the Constitution, By-Laws or Rules of the Union.

4. To investigate and determine the amateur standing of any and all athletes competing at amateur contests.

5. To initiate proceedings against and to place on trial any and all athletes claiming amateur standing, but suspected of professionalism, or when charges of any violation of the Constitution, rules or laws of this Union are made to the Board of Managers, and to decide thereon.

6. By a majority vote to suspend any athlete for a stated period, to disqualify, to publicly or privately

caution or admonish him, to remit any penalty, or to reinstate any athlete claiming amateur standing theretofore disqualified, as to them shall seem just and proper.

7. By a two-thirds vote to suspend until the next regular meeting of the Union, as prescribed herein, any Club, a member of this Union, against whom charges shall have been preferred, or who may be found guilty of a violation of any of the provisions of the Constitution, By-Laws or the Rules of Athletics prescribed by the Union; and for that purpose may initiate proceedings against and place such Club on trial; and it may remove such suspension.

8. By a majority vote to remove from office any member of the Board of Managers who, by neglect of duty, or by conduct tending to impair his usefulness as a Member of such Board of Managers, shall be deemed to have forfeited his position.

9. To declare vacant the position of any Member of the Board of Managers who shall be no longer a delegate from or member of the Athletic Club from which he was chosen; or when the Athletic Club from which he was chosen ceases to be a member of the Union.

10. To fill vacancies in the Board of Managers occurring from any cause.

11. To collect the dues and funds of the Union and to expend the same.

12. To call regular and special meetings of the Union.

13. To institute, conduct, locate and manage all championship meetings.

14. To establish and define all rules for the government of athletic sports.

15. To explain, define and interpret any definition or rule upon request.

16. To appoint Committees from their own number, and Sub-Committees of members of Clubs, members of the Union.

17. To appoint a Special Committee of three members of the Board, of which the Secretary of the Union shall be Chairman, to be designated the Schedule Committee; and to notify all the members of the Union of the appointment of such Committee within thirty days after the adjournment of the Annual Meeting.

ARTICLE IX.

SUSPENSION AND EXPULSION OF MEMBERS.

Any violation of the Constitution, By-Laws or Rules of this Union, or order of its Board of Managers, by any member, shall render such member liable to suspension by the Board until the next meeting of the Union, and to expulsion by a two-thirds vote of the Associations and Clubs represented at such meeting.

ARTICLE X.

MEETINGS OF THE UNION.

1. The annual meeting of the Union shall be held on the evening of the day and at the place of the yearly out-door championship track and field games.

2. A meeting of the Union, to be designated the "Schedule Meeting," shall be held on the Wednesday next after the third Tuesday in March of each year, for the adoption of the annual schedule of athletic meetings, and for the consideration of such other business as may be brought before it.

3. Special meetings of the Union may be called by the Board of Managers upon not less than fifteen days' notice to all members, or upon the written request of at least one-third of the members of the Union upon like notice, such notice to contain the date and location of such meeting and the object thereof.

4. Notice of every meeting of the Union shall be sent by the Secretary of the Union, at the time provided by

the Constitution and By-Laws, to the Secretary of each Association or Club a member thereof ; and every such member shall promptly notify the Secretary of the Union of any change in office or address of its Secretary ; and a notice sent by the Secretary of the Union to the address last given by such member shall be deemed a full compliance on his part with the requirements of the Constitution and By-Laws as to sending such notices.

ARTICLE XI.

ORDER OF BUSINESS.

At the meetings of the Union the following shall be the order of business :

1. Roll-call of Delegates.
2. Reading of Minutes.
3. Report of Board of Managers.
4. Treasurer's Report.
5. Reports of Special Committees.
6. Resolutions, orders and general business.
7. Election of Board of Managers.
8. Adjournment.

ARTICLE XII.

PROXIES.

1. Every Association and Club a member of the Union is entitled to be represented by not more than three delegates or duly appointed alternates of such delegates ; but should any Association or Club be unable to have present at any meeting any delegate or alternate, it may delegate to any member of the Board of Managers the right to vote on any question presented, provided such Proxy be in writing and officially signed

by the President and Secretary of such Association or Club.

2. In case any member of the Board of Managers is unable to attend any meeting of said Board, he may appoint any other member of the Board to act as his Proxy at such meeting.

ARTICLE XIII.

AMENDMENTS.

No amendment shall be made to this Constitution at any meeting except by a two-third vote of the Clubs represented, and not then unless the proposed change shall have been submitted to the Board of Managers, and at least thirty days' notice given by the Board to all Clubs who are members of the Union.

ARTICLE XIV.

JURISDICTION.

This Union shall have jurisdiction over the following athletic exercises :

- | | |
|-----------------------------|------------------|
| 1. Walking (all distances). | 13. Bicycling. |
| 2. Running (all distances). | 14. Bowling. |
| 3. Jumping (of any kind). | 15. Foot-ball. |
| 4. Pole Vaulting. | 16. Lawn Tennis. |
| 5. Swimming. | 17. Racquets. |
| 6. Cross-country running. | 18. Skating. |
| 7. Putting the Shot. | 19. Fencing. |
| 8. Throwing the Hammer. | 20. Wrestling. |
| 9. Throwing Weights. | 21. Gymnastics. |
| 10. Tugs-of-War. | 22. Quoits. |
| 11. Boating. | 23. Lacrosse. |
| 12. Boxing. | 24. Baseball. |

BY-LAWS
OF THE
AMATEUR ATHLETIC UNION
OF THE
UNITED STATES.

I.

OFFICERS.

The officers of the Union, viz.:—President, two Vice-Presidents, a Secretary and a Treasurer—shall be elected by ballot at the first meeting of the Board of Managers after each annual meeting of the Union, a majority vote of the Board of Managers to elect.

II.

DUTIES OF OFFICERS.

SECTION 1. The President shall preside at all meetings; order meetings of the Union and Board of Managers when and where he shall deem proper and necessary; shall be *ex-officio* an additional member of all Committees, and generally shall perform all such other duties as belong to the office of President.

SEC. 2. The Vice-Presidents in their order shall have all the powers and perform all the duties of President during the absence of the latter, or his inability to act from any cause.

SEC. 3. The Secretary shall keep the records of the Union and the Board of Managers, conduct all official correspondence, and issue notices of all meetings of the

Union and of the Board of Managers; keep a complete record of all athletic events held under the auspices of the Union, and perform such other duties as may be prescribed by the Constitution or by the Board of Managers; he shall turn over to his successor, when elected, all books, records and papers pertaining to his office.

SEC. 4. The Treasurer shall receive all moneys of the Union and pay all bills approved by the Board of Managers, provided that necessary minor expenses which may necessarily be paid by any Committee at the time they are incurred, may be turned into the Treasurer as cash, if recorded in detail and duly attested by the Committee responsible for such expenses. On the 1st day of September in each year he shall submit all his books (including bank book), and all his accounts and vouchers to that date to an Auditing Committee of three members of the Board of Managers, to be previously appointed by the President, which Committee shall forthwith audit the same and make up their report thereon in time to be submitted with the report of the Board of Managers to the annual meeting next ensuing. The Treasurer shall also submit to said Auditing Committee, at the said annual meeting, a memorandum and vouchers of the moneys received and expenditures necessarily made between the said 1st day of September and the said annual meeting, and a supplementary report thereon shall also be submitted to the said annual meeting. The Treasurer shall also turn over to his successor, when elected, all moneys, accounts, books, papers, vouchers and records pertaining to his office.

III.

MEMBERSHIP IN UNION.

Any Amateur Athletic Club eligible under Article IV. of the Constitution desiring to become a member of the

Union, shall make application therefor in writing to the Secretary, declaring on honor:

1st. Its name and the names of its officers; its location and the number of its members.

2d. Date of its organization and its purposes.

3d. That it conforms in all respects to Article IV. of the Constitution of this Union; and

4th. That it promises and agrees, if elected a member of the Union, to abide by the Constitution, By-Laws and Rules of the Union, and to respect, abide by and enforce all decisions of the Board of Managers.

It shall remit therewith the dues required by Article V. of the Constitution, and transmit therewith a copy of its Constitution and By-Laws.

Upon such application being made, the Secretary shall at once refer the same to a Committee appointed by the President, to investigate and report upon such application, which report shall be immediately submitted by the Secretary to each member of the Board of Managers for approval or disapproval.

The written approval of two-thirds of the Board, or a two-thirds vote of said Board at any of its meetings, shall elect to membership, and the Club so elected shall thereupon become a member of the Union.

IV.

MEETINGS OF THE BOARD OF MANAGERS.

The annual meeting of the Board of Managers shall be held immediately after the annual meeting of the Union.

Special meetings may be called by the President at his discretion, at any time and place, on suitable notice in writing by the Secretary, or upon the request of five members of the Board of Managers upon like notice, and any meeting may be adjourned to a fixed date and place by a majority vote of said Board.

A majority of the Board of Managers shall constitute a quorum.

V.

THE ANNUAL SCHEDULE.

1. It shall be the duty of the Schedule Committee, appointed under the provisions of Article VIII. of the Constitution, to receive and consider any suggestions that may be submitted in writing to the Chairman of said Committee prior to the 1st day of March next after the appointment of such Committee, whether such suggestions relate to dates for athletic meetings of the Union or of particular clubs.

2. It shall be the duty of said Schedule Committee to submit to the annual schedule meeting of the Union, provided for in Article X. of the Constitution, a complete schedule of all athletic meetings of the Union and of all clubs of the Union, to be held between April 1 and Nov. 1 next ensuing, such schedule to be subject to amendment and adoption by said schedule meeting of the Union.

3. After the adoption of "The Annual Schedule" by the said Annual Schedule Meeting, no athletic meeting shall be changed from the date thereby fixed, except by consent of the Board of Managers, which shall also fix the date of every meeting necessarily postponed by reason of unfit weather, provided, that the Board may in its discretion from time to time delegate to the said "Schedule Committee" the duty of fixing dates for athletic meetings necessarily postponed, and of acting upon applications for changes from schedule dates.

4. The Board of Managers shall, upon application or otherwise, fix the dates of all in-door or other athletic meetings occurring between the first day of November of each year and the first day of April next ensuing.

5. All suggestions as to the Annual Schedule, or as to athletic meetings to occur between Nov. 1 and April 1 next ensuing, and all applications for changing dates of athletic meetings or fixing new dates for postponed athletic meetings, must be addressed in writing to the Secretary of the Union.

VI.

CHAMPIONSHIP MEETINGS.

The Board of Managers shall hold annually a field and track championship meeting at such time and in such place as they may determine, and including such field and track events as they may deem best.

At said meeting the Board of Managers may include such other events coming within the jurisdiction of the Union as may be deemed advisable by a majority vote of the Managers.

Such Championship Meeting shall not be held in the same place oftener than once in three years.

Such other indoor and outdoor Championship Meetings as may be deemed prudent shall be held at the time of the annual Championship Meeting, or at other places and times, and including any game or games within the jurisdiction of the Union, provided a majority of the Board of Managers shall so determine, and at least thirty days' notice of such championship games shall be given to all members of the Union.

VII.

CHAMPIONSHIP AND CLUB GAMES.

SECTION 1. Such Championship Meetings as are given shall be in charge of a committee appointed by the Board of Managers, but subject to the Constitution, By-Laws and Rules of the Union.

This Committee shall not exceed nine in number or

be restricted to the members of the Board of Managers, but may consist of any member or members of any Club a member of the Union, selected by said Club to be chosen therefrom, except that the Chairman of said Committee shall be a member of the Board of Managers.

SEC. 2. To the Chairman of said Committee all entries shall be sent, and the Committee may reject any entries they may deem objectionable. They shall receive all protests and transmit the same to the Board of Managers at once with such report as they deem proper for action.

SEC. 3. Said Committee shall, subject to the Board of Managers, choose the officers at all Championship Meetings, deliver all prizes, and decide for the event only all objections to the eligibility and qualifications of all entries, but must report the same immediately to the Board of Managers for final action.

SEC. 4. No one shall compete in any open contest unless he shall be a member of the Club from which he enters, and shall not have competed from any other Club then in this Union during a period of three months next preceding such entry. Nor shall any member of any Club in this Union be allowed to compete in case he has within one year competed as a member of any other Club then in this Union, except with the consent of such other Club, unless such other Club shall have disbanded or practically ceased to exist; provided that this requirement shall not apply to athletes competing from college athletic organizations.

SEC. 5. All entries shall be made from the Club of which the proposed contestant is a member, and each entry shall be accompanied by the declaration on honor of the Captain or proper official of the Club, that such entry conforms in all respects to the rules and regulations of the Union; and no entry of an individual

other than a member of a duly organized Club shall be accepted for any championship meeting.

VIII.

INVESTIGATIONS AND PENALTIES.

Whenever, in the opinion of the Championship Committee or the Board of Managers, circumstances warrant the belief that any individual entering any contest, competing, or having competed, has been guilty of a violation of the definition, Rules or Laws of the Union, or whenever charges are brought against any individual affecting his amateur standing, and suspicious circumstances are shown raising a reasonable doubt as to his real status as an amateur, the Championship Committee at all meetings, and the Board of Managers at any time, may require him to explain such suspicious circumstances, to remove such belief and reasonable doubt; and may require any member of the Club of which he may be a member to declare on honor any fact or circumstance concerning him or his standing.

Should a majority of the said Championship Committee, or a majority of the Board of Managers, as the case may be, be undecided, after such explanation or declaration, as to the Amateur standing of the individual suspected or charged, the Championship Committee, should the matter be initiated before them, shall report the same to the Board of Managers; and the Board of Managers in that event, or in the event of the initiation of the proceedings before them being in doubt, as herein prescribed, shall forthwith place said individual on trial.

And for that purpose the President shall appoint a Committee of not less than three to conduct the trial, to take the evidence, and to report the same with their opinion to the Board of Managers. Said Committee shall hold their meetings for investigation at or within fifty miles of the place where the individual resides, or

at or within fifty miles of the place where the offense charged was claimed to have been committed, as they may deem fair and just.

The individual charged shall receive at least thirty days' notice of names and addresses of the Committee and of the time and place of his trial, and like notice shall be sent to the Club of which he claims membership, and not more than one adjournment of the first meeting by the individual charged shall be allowed, and then for not more than ten days, and then only when a claim for adjournment shall have been given to the Committee at least three days before the arranged date of trial, with his reasons therefor

Should the individual fail to appear and defend himself, he shall be suspended for such period and upon such conditions as the Committee shall determine.

Should he be unable to refute the charges by the vote of a majority of the Board of Managers, they shall thereupon determine the penalty to be inflicted, as prescribed by the By-Laws, of either

1. Suspension for a stated period;
2. A public or private caution or admonition; or,
3. Disqualification.

Should he be found innocent, he shall at once be so declared, and the result of said trial and the action of the Board of Managers shall at once be transmitted to each and every member of the Union, and shall otherwise be made public in such manner as the Board of Managers shall determine.

In case the proceedings be initiated upon charges preferred by other than the Board of Managers, and said charges be decreed unfounded, or actuated by malice, the expenses shall be paid by the complaining member, person or persons, or so much thereof as in the opinion of the Board of Managers shall appear just.

A failure to pay such sum so determined upon, within thirty days after notice, shall subject such member, person or persons, to suspension until such sum be paid.

Any member of any Club, whose co-member is charged or is on trial, may be required by the Committee, or the Board of Managers, to declare in writing, on honor, his belief as to whether said individual is eligible to compete under the definition, Rules and Laws of the Union.

Any member of an A. A. U. Club who shall have been expelled from it for indebtedness, shall not be eligible to membership in any other A. A. U. Club, nor shall his entry be received in any games given under A. A. U. rules, until such indebtedness is liquidated.

IX.

REMISSION OF PENALTIES.

The Board of Managers may at any meeting, by a unanimous vote of the members present, remit any penalty, and may reinstate any disqualified individual.

X.

TRIAL AND SUSPENSION OF MEMBERS OF THE UNION.

Whenever charges are presented to the Board of Managers of a violation of any of the provisions of the Constitution, By-Laws, or the rules of Athletics, prescribed by the Union, by any member of the Union, the Board of Managers shall at once notify said member thereof, and demand an explanation.

Should such explanation prove unsatisfactory to a majority of the Board of Managers, they shall at once appoint a committee of not less than three to investigate said charges and take the proofs offered, and upon

the completion thereof, shall report the same, with their opinion, to the Board of Managers.

Such investigation shall be had upon notice to the member charged of at least thirty days.

If said Board of Managers be satisfied that the charges be not sustained, they shall so decide, but if sustained may suspend the offending member, and thereupon shall report such suspension to each Club in the Union.

They may report for expulsion said member to the Union at the first meeting thereafter.

XI.

ORDER OF BUSINESS.

At all meetings of the Board of Managers the following shall be the order of business :

1. Roll-call.
2. Reading of minutes.
3. Reports of Officers and Committees.
4. Unfinished business.
5. Elections to fill vacancies.
6. New business.

XII.

AMENDMENTS.

These By-Laws may be altered or amended at any meeting of the Board of Managers by a two-thirds vote of the members present, provided ten days' notice shall have been given to every member of the Board of the proposed alteration or amendment ; and the By-Laws may be suspended for the meeting by a unanimous vote of the members present, without previous notice.

GENERAL AND ATHLETIC RULES
OF THE
AMATEUR ATHLETIC UNION
OF THE
UNITED STATES.

SPECIAL NOTICE.

The attention of all amateur athletic organizations and athletes is directed to the following General and Athletic Rules adopted by the Amateur Athletic Union of the United States. These Rules must be strictly observed at all meetings held under the sanction of the A. A. U.

GENERAL RULES
OF THE
AMATEUR ATHLETIC UNION
OF THE
UNITED STATES.

As Adopted by the Amateur Athletic Union, December 28, 1889.

TO TAKE EFFECT JANUARY 1ST, 1890.

RULE I.—AFFILIATED, REGISTERED AND APPROVED
ORGANIZATIONS.

On and after January 1st, 1890, any one competing at open sports held by any Club or managing body which is not a member of the Amateur Athletic Union, Pacific Coast Athletic Association, Western Association of Amateur Athletes, Intercollegiate Association of Amateur Athletes, National Cross Country Association of America, or any other Association or body to be hereafter approved of, or registered as an approved organization, shall thereby disqualify himself from competing at any sports given by organizations approved by the Amateur Athletic Union. The Board of Managers shall have power to reinstate any one so disqualified if it shall think fit.

Any organization desiring to be registered as an "approved" Club or Association shall make application to the Board of Managers of the Amateur Athletic Union, through the Secretary, and at the discretion of such Board may be admitted to such registration. *The fee for such registration* shall be Ten Dollars (\$10) per annum, and all applications for registration must be accompanied by a list of officers and number of members of the organization, together with the stipulated fee, at least thirty (30) days prior to the holding of any athletic meeting thereunder.

RULE II.—UNRECOGNIZED MEETINGS.

Athletic meetings promoted by companies, incorporated bodies, individuals, or associations of individuals, as private speculations, or in conjunction with a benefit, social or picnic entertainment, are not, unless with the sanction of the Amateur Athletic Union Board of Managers, recognized by the Amateur Athletic Union, and any athlete competing at an unrecognized meeting shall thereby suspend himself from all games held under Amateur Athletic Union Rules.

RULE III.—SUSPENSION OR DISQUALIFICATION OF INDIVIDUALS.

No person shall be allowed to compete at any meeting held under Amateur Athletic Union Rules while disqualified or under a sentence of suspension passed by any club a member of the Amateur Athletic Union, or by the Amateur Athletic Union, Intercollegiate Association of Amateur Athletes, National Cross Country Association, Pacific Coast Athletic Association, Western Association of Amateur Athletes, National Amateur Skating Association, League of American Wheelmen, National Association of Amateur Oarsmen, National Lawn Tennis Association, and such other Associations

as the Amateur Athletic Union may hereafter approve of.

Any person knowingly competing against one who is disqualified or under sentence of suspension by the Amateur Athletic Union, or any of the aforementioned Associations, shall be himself suspended until the expiration of such sentence, or for such period as the Board of Managers of the Amateur Athletic Union may deem proper.

RULE IV.—THE OFFICIAL HANDICAPPER.

An Official Handicapper shall be employed by the Union at a fixed salary, not to exceed \$1,500 per annum.

It shall be his duty to handicap, without charge, all handicap games given by Union Clubs or Associations, and such others as he may be directed to by the Secretary of the Union, and shall hold himself in readiness at all times to do such other work as the Board of Managers of the Union may direct.

He shall keep an official record of all athletes and their doings, and his books shall at all times be open to the inspection of any member of the Board of Managers.

During his term of office he shall be ineligible to compete in athletic sports.

He shall receive and handicap all entries furnished him by the proper parties up to the time and until he returns his lists, and no entry shall be handicapped at the post.

All Clubs or Associations, members of the Amateur Athletic Union, and other registered and approved Clubs or Associations, must employ the Official Handicapper for their open handicap events, unless otherwise authorized by special permission of the Board of Managers of the Amateur Athletic Union, and all Clubs or Associations so doing shall, for this privilege, pay into the Treasury of the Union a given sum, to be governed as follows:

Meetings with entries not exceeding 100.....	\$ 5 00
Meetings of 100 entries and not exceeding 250...	10 00
“ “ 250 “ “ “ “ 400 ..	15 00
“ “ 400 “ “ “ “ 600...	20 00
“ “ 600 “ “ “ “ 1,000 ..	30 00

The total number of entries in all handicap events added together shall determine the number of entries, each name in each event counting for itself.

RULE V.—PRIZES.

Any athlete found guilty of pawning or using his prizes in any way for a pecuniary gain shall be at once suspended from all competitions by the Board of Managers.

RULE VI.—CHAMPIONSHIP EVENTS.

SECTION 1. The annual championship events shall be as follows (unless changed by authority of the Board of Managers):

SEC. 2. Out-door Field Meeting :

1. 100 Yards Run.
2. 220 Yards Run.
3. 440 Yards Run.
4. 880 Yards Run.
5. One Mile Run.
6. Five Mile Run.
7. One Mile Walk.
8. Three Mile Walk.
9. Two Mile Bicycle.
10. Pole Vault for Height.
11. Running High Jump.
12. Running Broad Jump.
13. Throwing 16 lb. Hammer.
14. Throwing 56 lb. Weight for Distance.
15. Putting 16 lb. Shot.
16. 120 Yards Hurdle, 10 flights, 3 ft. 6 in. high.
17. 220 Yards Hurdle, 10 flights, 2 ft. 6 in. high.
18. Individual Tug of War, unlimited weight.
19. Tug of War, 4 men, unlimited weight.

SEC. 3. In-door Supplementary Meeting :

1. 75 Yards Run.
2. 150 Yards Run.
3. 300 Yards Run.
4. 600 Yards Run.
5. 1,000 Yards Run.
6. Two Mile Run.
7. $\frac{3}{4}$ Mile Walk.
8. Four Mile Walk.
9. Standing Broad Jump.
10. Standing High Jump.
11. Three Standing Broad Jumps.
12. Running Hop, Step and Jump.
13. Pole Vault for Distance.
14. Throwing 56 lb. Weight for Height.
15. Putting 24 lb. Shot.
16. 200 Yards Hurdle, 10 flights, 3 ft. 6 in. high.
17. 300 Yards Hurdle, 10 flights, 2 ft. 6 in. high.

SEC. 4. Individual General Athletic Competition, including standards and order of events:

1. 100 Yards Run, Standard, $11\frac{1}{2}$ sec.
2. Putting 16 lb. Shot, Standard, 32 ft.
3. Running High Jump, Standard, 5 ft.
4. 880 Yards Walk, Standard, 4 min. 30 sec.
5. Throwing 16 lb. Hammer, Standard, 75 ft.
6. Pole Vault for Height, Standard, $8\frac{1}{2}$ ft.
7. 120 Yards Hurdle, Standard, $20\frac{1}{2}$ sec. (10 flights, 3 ft. 6 in. high).
8. Throwing 56 lb. Weight for Distance, Standard, 18 ft.
9. Running Broad Jump, Standard, 18 ft.
10. One Mile Run, Standard, 5 min. 40 sec.

SEC. 5. The Swimming Championship Events shall be as follows :

1. 100 Yards Straightaway.
2. One Mile Straightaway.

RULE VII.—RECORDS.

A new record at any distance in swimming, walking, running or hurdling, in order to stand, shall be timed by at least three timekeepers, and a new record at jumping, pole vaulting, or in the weight competitions shall be measured by at least three Field Judges.

The Amateur Athletic Union will not recognize any new record, unless a report of it is made to the Secretary of the Union, properly supported by the affidavits of the Referee, Timekeepers, Scorers, Starter and Field Judges, as the case may be, as to the correctness of the time, measurement, weather, hour of day and place, with signatures of at least six witnesses, including officials.

RULE VIII.—ELIGIBILITY TO LIMITED EVENTS.

The eligibility to compete in events that are limited to men who have never accomplished a certain time, distance or height in a given event, shall be determined by the competitor's record when the entries for such event closed.

RULE IX.—DEFINITION OF A NOVICE.

A "novice" is one who has never won a prize in any athletic competition open to the members of two or more clubs, and his status shall be determined by his record when the entries for such event closed.

RULE X.—ENTRIES.

All entries for competitors held under A. A. U. rules must be made on the entry forms adopted by the A. A. U. They shall consist of two forms, one for organizations, clubs and associations members of the A. A. U., and one for individuals, clubs, associations and organizations not members of the A. A. U. These forms or sample copies can be obtained of the Secretary of the Union.

ATHLETIC RULES

OF THE

AMATEUR ATHLETIC UNION

As adopted by the A. A. U., July 7, 1888.

REVISED DECEMBER 28, 1889.

RULE I.—OFFICIALS.

SECTION 1. All amateur meetings shall be under the direction of :

A Games Committee,
One Referee,
Two or more Inspectors,
Three Judges at Finish,
Three or more Field Judges,
Three Timekeepers,
One Judge of Walking,
One Starter,
One Clerk of the Course,
One Scorer,
One Marshal.

SEC. 2. If deemed necessary, assistants may be provided for the Judge of Walking, the Clerk of the Course, the Scorer, and the Marshal, and an Official Announcer may be appointed.

RULE II.—THE GAMES COMMITTEE

in all championship meetings shall be constituted, have the jurisdiction, and perform the duties as prescribed by Article VII. of the By-Laws.

The Games Committee at any club meeting shall be composed of members of the Club holding the meeting.

This Committee shall have jurisdiction of all matters not assigned by these rules to the Referee or other games officials. (See also Rule XV.)

RULE III.—THE REFEREE

shall decide all questions relating to the actual conduct of the meeting, whose final settlement is not otherwise covered by these rules.

He alone shall have the power to change the order of events as laid down in the official programme, to add to, or to alter the announced arrangement of heats in any event.

When in any but the final heat of a race, a claim of foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional, and shall also have the power to allow the hindered competitor to start in the next round of heats, just as if he had been placed in his trial.

When in a final heat a claim of foul or interference is made, he shall have the power to disqualify the competitor who was at fault, if he considers the foul intentional, and he shall also have the power to order a new race between such of the competitors as he thinks entitled to such a privilege.

RULE IV.—THE INSPECTORS.

It shall be the duty of an inspector to stand at such point as the Referee may designate; to watch the competition closely, and in case of a claim of foul to report to the Referee what he saw of the incident.

Such Inspectors are merely assistants to the Referee, to whom they shall report, and have no power to make any decisions.

RULE V.—THE JUDGES AT FINISH

shall determine the order of finishing of contestants, and shall arrange among themselves as to noting the winner, 2d, 3d, 4th, etc., as the case may require.

Their decision in this respect shall be without appeal, and in case of disagreement a majority shall govern.

RULE VI.—THE FIELD JUDGES

shall make an accurate measurement, and keep a tally of all trials of competitors in the high and broad jumps, the pole vault, the weight competitions, and the tug of war.

They shall act as judges of these events, and their decisions shall likewise be without appeal. In case of disagreement a majority shall govern. In all weight competitions and jumps for distance, a small flag, placed in the ground, shall denote the best throw or jump as the contest progresses.

RULE VII.—THE TIMEKEEPERS

shall individually time all events where time record is called for. Should two of the three watches mark the same time and the third disagree, the time marked by the two watches shall be accepted. Should all three disagree, the time marked by the intermediate watch shall be accepted.

The *flash* of the pistol shall denote the actual time of starting.

In case only two watches are held on an event, and they fail to agree, the longest time of the two shall be accepted.

NOTE.—For record, however, three watches must be held on an event. See Rule VII., General Rules of the Amateur Athletic Union.

RULE VIII.—THE STARTER

shall have sole jurisdiction over the competitors after the Clerk of the Course has properly placed them in their positions for the start.

The method of starting shall be by pistol report, except that in time handicap races the word "go" shall be used.

An actual start shall not be effected until the pistol has been *purposely* discharged after the competitors have been warned to get ready.

When any part of the person of a competitor shall touch the ground in front of his mark before the starting signal is given, it shall be considered a false start.

Penalties for false starting shall be inflicted by the Starter, as follows:

In races up to and including 300 yards, the competitor shall be put back one yard for the first and another yard for the second attempt; in races over 300 yards and including 600 yards, two yards for the first and two more for the second attempt; in races over 600 yards and including 1,000 yards, three yards for the first and three more for the second attempt; in races over 1,000 yards and including one mile, five yards for the first and five more for the second attempt; in all races over one mile, ten yards for the first and ten more for the second attempt. In all cases the third false start shall prevent his competing in that event.

The Starter shall also rule out of that event any competitor who attempts to advance himself from his mark, as prescribed in the official programme, after he has given the warning to "get ready."

RULE IX.—THE CLERK OF THE COURSE

shall be provided with the names and the numbers of all entered competitors, and he shall notify them to appear at the starting line before the start in each event in which they are entered.

In case of handicap events from marks, he shall place each competitor behind his proper mark; shall immediately notify the Starter should any competitor attempt to advance himself after the Starter has warned them to "get ready;" and in time allowance handicaps shall furnish the Starter with the number and time allowance of each actual competitor.

He shall control his assistants, and assign to them such duties as he may require.

RULE X.—THE JUDGE OF WALKING

shall have sole power to determine the fairness or unfairness of walking, and his rulings thereon shall be final and without appeal.

He shall caution any competitor whenever walking unfairly; the third caution to disqualify, except that he shall immediately disqualify any competitor when walking unfairly during the last 220 yards of a race.

He shall control his assistants, and assign to them such of his duties as he may deem proper.

RULE XI.—THE SCORER

shall record the order in which each competitor finishes his event, together with the time furnished him by the Timekeepers.

He shall keep a tally of the laps made by each competitor in races covering more than one lap, and shall announce by means of a bell, or otherwise, when the leading man enters the last lap.

He shall control his assistants, and assign to them such of his duties as he may deem best.

RULE XII.—THE MARSHAL

shall have full police charge of the enclosure, and shall prevent any but officials and actual competitors from entering or remaining therein.

He shall control his assistants, and assign them their duties.

RULE XIII.—THE OFFICIAL ANNOUNCER
shall receive from the Scorer and Field Judges the result of each event, and announce the same by voice or by means of a bulletin board.

RULE XIV.—COMPETITORS
shall report to the Clerk of the Course immediately upon their arrival at the place of meeting, and shall be provided by that official with their proper numbers, which must be worn conspicuously by the competitors when competing, and without which they shall not be allowed to start.

Each competitor shall inform himself of the time of starting, and shall be promptly at the starting point of each competition in which he is entered, and there report to the Clerk of the Course.

Under no condition shall the attendants be allowed to accompany competitors at the start or during any competition, except in match races, where special agreement may be made.

RULE XV.—PROTESTS
against any entered competitor may be made verbally or in writing to the referee, or a member of the Games Committee, before or during the meeting. If possible the Committee shall decide such protest at once. If the nature of the protest or the necessity of obtaining testimony prevents an immediate decision, the competitor shall be allowed to compete under protest, and the protest shall be decided by the Games Committee within one week, unless its subject be the amateur standing of the competitor, in which case the Games Committee must report such protest within forty-eight hours to the Secretary of the A. A. U.

RULE XVI. TRACK MEASUREMENT.

All distances run or walked shall be measured upon a line eighteen inches outward from the inner edge of the

track, except that in races on straightaway tracks the distance shall be measured in a direct line from the starting mark to the finishing line.

RULE XVII.—THE COURSE.

Each competitor shall keep in his respective position from start to finish in all races on straightaway tracks, and in all races on tracks with one or more turns he shall not cross to the inner edge of the track, except when he is at least six feet in advance of his nearest competitor.

The Referee shall disqualify from that event any competitor who willfully pushes against, impedes, crosses the course of, or in any way interferes with another competitor.

The Referee shall disqualify from further participation in the games, any contestant competing to lose, to coach, or in any way impede the chances of another competitor either in a trial or final contest.

RULE XVIII.—THE FINISH

of the course shall be represented by a line between two finishing posts, drawn across and at right angles to the sides of the track, and three feet above which line shall be placed a tape attached at either end to the finishing posts. A finish shall be counted when any part of the winner's body, except his hands or arms, shall touch the tape at the finish line. The tape is to be considered the finishing line for the winner, but the order of finishing across the track line shall determine the positions of the other competitors.

RULE XIX.—HURDLES.

Different heights, distances and number of hurdles may be selected for hurdle races.

In the 120 yards hurdle race, ten hurdles shall be used; each hurdle to be three feet six inches high. They shall be placed ten yards apart, with the first hurdle

fifteen yards distant from the starting point, and the last hurdle fifteen yards before the finishing line. In the 220 yards hurdle race ten hurdles shall be used, each hurdle to be two feet six inches high. They shall be placed twenty yards apart, with the first hurdle twenty yards distant from the starting mark, and the last hurdle twenty yards before the finishing line.

In hurdle races of other distances and with different numbers of hurdles, the hurdles shall be placed at equal intervals, with the same space between the first hurdle and the starting point and the last hurdle and the finishing line, as between each of the hurdles.

In making a record it shall be necessary for the competitor to jump over every hurdle in its proper position.

RULE XX.—JUMPING.

SECTION 1. A fair jump shall be one that is made without the assistance of weights, diving, somersets, or hand springs of any kind.

In all handicap jumps the scratch man shall be entitled to try last.

SEC. 2. THE RUNNING HIGH JUMP.—The Field Judges shall decide the height at which the jump shall commence, and shall regulate the succeeding elevations.

Each competitor shall be allowed three trial jumps at each height, and if on the third trial he shall fail, he shall be declared out of the competition.

Competitors shall jump in order as placed in the programme; then those failing, if any, shall have their second trial jump in a like order, after which those having failed twice shall make their third trial jump.

The jump shall be made over a bar resting on pins projecting not more than three inches from the uprights, and when this bar is removed from its place it shall be counted as a trial jump.

Running under the bar in making an attempt to jump shall be counted as a "balk," and three successive "balks" shall be counted as a trial jump.

The distance of the run before the jump shall be unlimited.

A competitor may decline to jump at any height in his turn, and by so doing forfeits his right to again jump at the height declined.

SEC. 3. THE STANDING HIGH JUMP.—The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making the attempt, it shall count as a trial jump without result.

With this exception the rules governing the **RUNNING HIGH JUMP** shall also govern the **STANDING HIGH JUMP**.

SEC. 4. THE RUNNING BROAD JUMP.—When jumped on earth, a joist five inches wide shall be sunk flush with it. The outer edge of this joist shall be called the scratch line, and the measurement of all jumps shall be made from it at right angles to the nearest break in the ground made by any part of the person of the competitor.

In front of the scratch line the ground shall be removed to the depth of three and the width of twelve inches outward.

A foul jump shall be one where the competitor in jumping off the scratch line makes a mark on the ground immediately in front of it, and shall count as a trial jump without result.

Each competitor shall have three trial jumps, and the best three shall each have three more trial jumps.

The competition shall be decided by the best of all the trial jumps of the competitors.

The distance of the run before the scratch line shall be unlimited.

SEC. 5. THE POLE VAULT.—Poles shall be furnished by the club giving the games, but contestants may use their private poles if they so desire, in which case the other contestants shall also be allowed to use them if they wish. The poles shall be unlimited as to size and weight, but shall have no assisting devices, excepting one prong at the end.

The rules governing the RUNNING HIGH JUMP shall also govern the POLE VAULT for height, and the rules governing the RUNNING BROAD JUMP shall also govern the POLE VAULT for distance.

SEC. 6. THE STANDING BROAD JUMP.—The feet of the competitor may be placed in any position, but shall leave the ground only once in making an attempt to jump. When the feet are lifted from the ground twice, or two springs are made in making the attempt, it shall count as a trial jump without result.

In all other respects the rule governing the Running Broad Jump shall also govern the Standing Broad Jump.

SEC. 7. THE THREE STANDING BROAD JUMPS.—The feet of the competitor shall leave the ground only once in making an attempt for each of the three jumps, and no stoppage between jumps shall be allowed. In all other respects the rules governing the Standing Broad Jump shall also govern the three Standing Broad Jumps.

SEC. 8. RUNNING HOP, STEP AND JUMP.—The competitor shall first land upon the same foot with which he shall have taken off. The reverse foot shall be used for the second landing, and both feet shall be used for the third landing.

In all other respects the rules governing the Running Broad Jump shall also govern the Running Hop, Step and Jump.

RULE XXI.—PUTTING THE SHOT.

The shot shall be a solid sphere, made of metal and weighing at least 16 or 24 pounds, as the event may call for.

It shall be put with one hand, and in making the attempt it shall be above and not behind the shoulder.

The competitor shall stand in a circle seven feet in diameter, on four feet of the circumference of which shall be placed a board four inches high, at which the competitor must stand when the shot leaves his hand.

A fair put shall be one where no part of the person of the competitor shall touch in front of the circle or on the board in making the attempt.

A put shall be counted as foul if the competitor steps over the front half of the circle or on the board, before the measurement of his put is made.

The measurement of all puts shall be made from the nearest mark made by the shot to a point on the circumference of the circle, on a line with the object mark and the centre of the circle.

Foul puts and letting go the shot in making an attempt shall be counted as trial puts without result.

A board similar to the one in front may be used at the back of the circle.

The order of competing and number of trials shall be the same as for the running broad jump. Shots shall be furnished by the Games Committee. Any contestant may use his private shot, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

RULE XXII.—THROWING 56 LB. WEIGHT.

SECTION 1. The weight shall be a sphere made of metal, with a metal handle attached. Their combined weight shall be at least fifty-six pounds, and the combined height shall be not more than sixteen inches, but no flexible attachment will be allowed.

All throws shall be made from a circle seven feet in diameter.

The competitor may assume any position he chooses in making an attempt.

Foul throws and letting go the weight in an attempt shall count as a trial throw without result.

The order of competing and number of trials shall be the same as for the running broad jump. Weights shall be furnished by the Games Committee. Any contestant may use his private weight, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

SEC. 2. IN THROWING FOR DISTANCE.—A fair throw shall be one where no part of the person of the competitor shall touch in front of the circle in making an attempt.

A throw shall be counted foul if the competitor steps over the front half of the circle before his throw is measured.

The measurement of all throws shall be made from the nearest mark made by the sphere of the weight, to a point on the circumference of the circle, on a line with the object mark and the centre of the circle.

SEC. 3. IN THROWING FOR HEIGHT.—A barrel-head three feet in diameter shall be suspended in the air.

A fair throw shall be one where no part of the person of the competitor shall touch in front of the circle in making an attempt, and where any part of the weight or handle touches any part of the barrel-head.

A foul throw shall be one where the competitor touches outside of the circle before letting go the weight.

The measurement of all throws shall be from a point on the ground drawn directly under and parallel to the lowest point of the barrel-head.

The order of competing and number of trials shall be the same as for the running broad jump. Weights shall

be furnished by the Games Committee. Any contestant may use his private weight, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

RULE XXIII.—THROWING THE HAMMER.

The hammer-head shall be a metal sphere. The handle shall be of wood, and the length of handle and head combined shall be not more than four feet, and the combined weight shall be at least sixteen pounds.

All throws shall be made from a circle seven feet in diameter.

The competitor may assume any position he chooses in making an attempt.

A fair throw shall be one when no part of the person of the competitor shall touch outside the circle in making the attempt.

A throw shall be counted foul if the competitor steps over the front half of the circle before his throw is measured.

Foul throws and letting go of the hammer in an attempt shall count as trial throws.

The measurement of all throws shall be made from the nearest mark made by the head of the hammer to a point on the circumference of the circle, on a line with the object mark and the centre of the circle.

The order of competing and number of trials shall be the same as for the running broad jump. Hammers shall be furnished by the Games Committee. Any contestant may use his private hammer, if correct in weight and shape; in which case the other contestants must also be allowed to use it if they wish.

RULE XXIV.—TUGS OF WAR.

Tugs of War shall be pulled on cleats made of wood, same to be at least four inches thick, six inches high and twenty-two inches long, and at least six feet six

inches apart. The distance from the clamp in the centre to the first cleat on either side shall be not less than six feet.

The cleats shall be set on edge and bolted to the board.

The rope shall be a manila, three stranded rope, not less than four and a half nor more than five inches in circumference. There shall be a clamp equi-distant from the first cleat on either side, which shall be sufficient to hold the rope in position until released.

This clamp shall not make an appreciable kink in the rope. Any position may be assumed before the pistol is fired. No mechanical device shall be used for holding the rope. No belt other than one to protect the body shall be used. The flanges to hold the rope in place shall not be constructed so as to bind on the rope in any position that the anchor may assume. Leather shields and gloves may be used, and adhesive substances may be put on the same. The belt shall not weigh more than twenty pounds. Competitors shall not use weights in unlimited pulls, but in pulls limited to specified weights, competitors may use weights, providing the total weight of the team, including weights, does not exceed the limit.

The standard time limit for each pull shall be five minutes, and a rest of not less than ten minutes shall be allowed each competitor between trial pulls. A shorter or longer time limit may be agreed upon for other than championship contests.

When tugs of war are limited to teams of a given weight, competitors shall be weighed before competing. They shall be weighed as they pull; *i. e.*, including clothing, shoes, belt, etc.

The weighing in shall be done immediately before the pull.

No knot of any kind shall be tied in the rope, and the rope shall not be passed more than once around the body of the anchor.

In no case shall any man pull on more than one team in a contest, and no substitute shall be allowed to pull on any team that has pulled a trial.

In case a team gains 3 feet from its opponents, it shall be awarded the pull.

Immediately before the pull the Captains of the opposing teams shall draw their numbers. If there are only two teams, two out of three pulls shall decide. With three teams—1 and 2 pull, the loser pulls 3, and the winners pull the final. With four teams—1 and 2—3 and 4; the winners pull the final. With more than four teams, have a preliminary round of as many contests as the total number of contestants exceeds 4, 8, 16 or 32, and drop the losers. This leaves in 4, 8, 16, or 32 contestants, and the game then proceeds regularly with no byes or uneven contests.

No pull shall be awarded by less than half an inch.

The individual tug of war shall also be governed by the team rules, and the contestants must pull from the first cleat from the clamp.

RULE XXV.—SWIMMING.

SECTION 1. Officials shall consist of one Referee, three Judges at the finish, three Timekeepers, one Starter, one Clerk of the Course, with assistants, if necessary.

SEC. 2. Duties and powers of these officials shall be the same as is prescribed for them in the foregoing Rules.

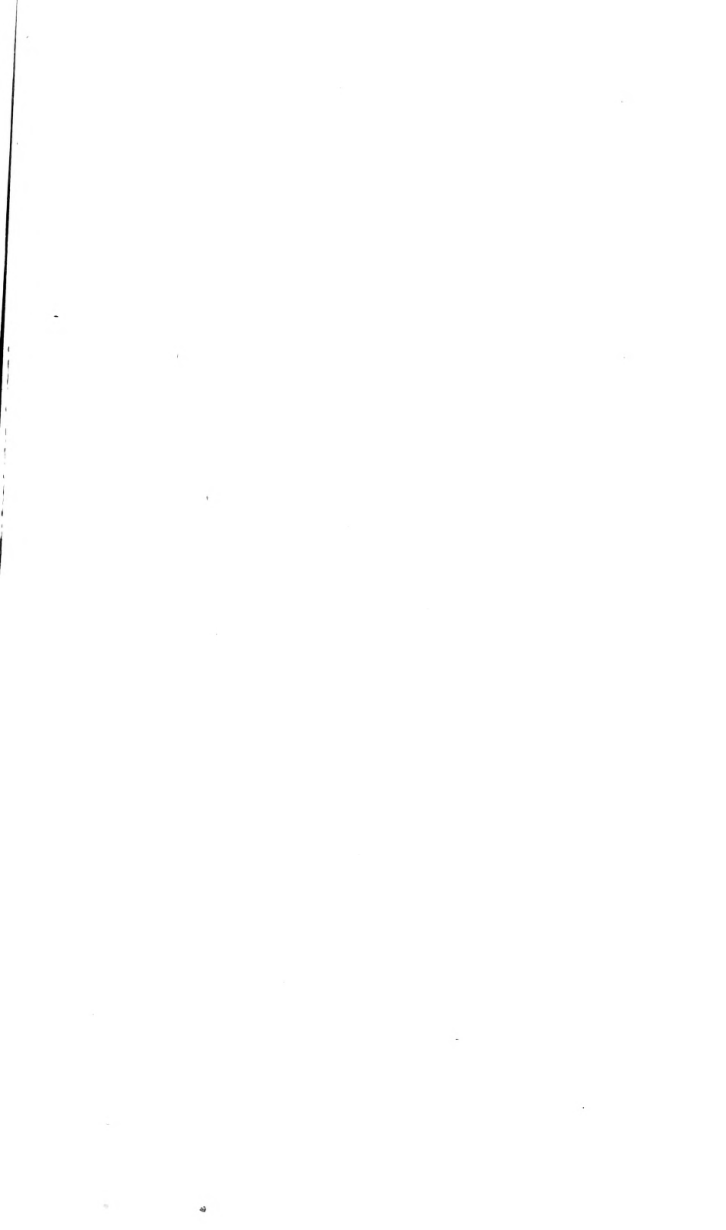
SEC. 3. In the 100 yards Swimming Race each competitor shall stand with one or both feet on the starting line, and, when the signal is given, shall plunge. Step-

ping back, either before or after the signal, will not be allowed.

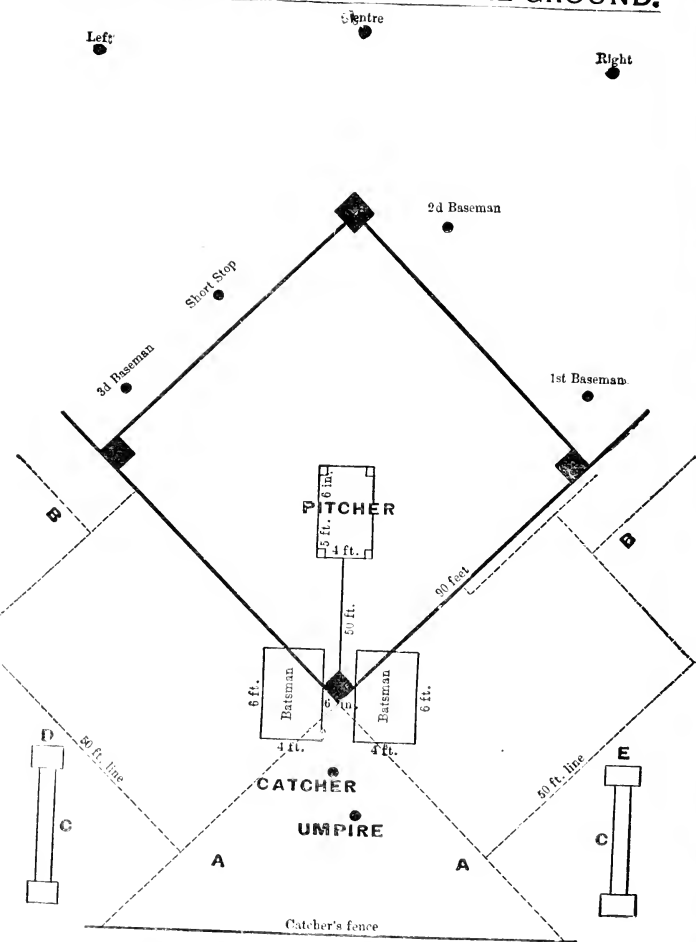
SEC. 4. The half-mile and one-mile start shall be the same as the 100 yards, except that competitors may start in the water (tread-water start) from an imaginary line.

SEC. 5. A competitor shall keep a straight course, parallel with the courses of the other competitors, from his starting station to the opposite point in the finish line. Competitors will be started ten feet apart, and each one is entitled to a straight lane of water, ten feet wide, from start to finish. Any contestant who, when out of his own water, shall touch another competitor, is liable to disqualification from that event—subject to the discretion of the Referee.

SEC. 6. Each competitor shall have finished the race when any part of his person reaches the finish line.



CORRECT DIAGRAM OF A BALL GROUND.



- A. A. A.—Ground reserved for Umpire, Batsman and Catcher.
B. B.—Ground reserved for Captain and Assistant.
C.—Players' Bench. D.—Visiting Players' Bat Rack.
E.—Home Players' Bat Rack.

NATIONAL PLAYING RULES

— OF —

PROFESSIONAL BASE BALL CLUBS

As adopted by the Board of Managers of the Amateur Athletic Union, April, 1890.

THE BALL GROUND.

RULE 1. The Ground must be an inclosed field, sufficient in size to enable each player to play in his position as required by these Rules.

RULE 2. The Infield must be a space of ground thirty yards square.

THE BASES.

RULE 3. The Bases must be

SEC. 1. Four in number, and designated as First Base, Second Base, Third Base and Home Base.

SEC. 2. The Home Base must be of whitened rubber twelve inches square, so fixed in the ground as to be even with the surface, and so placed in the corner of the infield that two of its sides will form part of the boundaries of said infield.

SEC. 3. The First, Second and Third Bases must be canvas bags, fifteen inches square, painted white, and filled with some soft material, and so placed that the center of the second base shall be upon its corner of the infield, and the center of the first and third bases shall be on the lines running to and from second base and seven and one-half inches from the foul lines, providing that each base shall be entirely within the foul lines.

SEC. 2. All the bases must be securely fastened in their positions, and so placed as to be distinctly seen by the Umpire.

THE FOUL LINES.

RULE 4. The Foul Lines must be drawn in straight lines from the outer corner of the Home Base, along the outer edge of the First and Third Bases, to the boundaries of the Ground.

THE POSITION LINES.

RULE 5. The Pitcher's Lines must be straight lines forming

NOTE.—See diagram of diamond opposite page.

the boundaries of a space of ground, in the infield, five and one-half feet long by four feet wide, distant fifty feet from the center of the Home Base, and so placed that the five and one-half feet lines would each be two feet distant from and parallel with a straight line passing through the center of the Home and Second Bases. Each corner of this space must be marked by a flat round rubber plate six inches in diameter, fixed in the ground even with the surface.

RULE 6. The Catcher's Lines must be drawn from the outer corner of the Home Base, in continuation of the Foul Lines, straight to the limits of the Ground back of Home Base.

RULE 7. The Captain's or Coacher's Line must be a line fifteen feet from and parallel with the Foul Lines, said lines commencing at a line parallel with and seventy-five feet distant from the Catcher's Lines, and running thence to the limits of the grounds.

RULE 8. The Player's Lines must be drawn from the Catcher's Lines to the limits of the Ground, fifty feet distant from and parallel with, the foul lines.

RULE 9. The Batsman's Lines must be straight lines forming the boundaries of a space on the right, and of a similar space on the left of the Home Base, six feet long by four feet wide, extending three feet in front of and three feet behind the center of the Home Base, and with its nearest line distant six inches from the Home Base.

RULE 10. The Three Feet Lines must be drawn as follows: From a point on the Foul Line from Home Base to First Base, and equally distant from such bases, shall be drawn a line on Foul Ground, at a right angle to said Foul Line, and to a point three feet distant from it; thence running parallel with said Foul Line, to a point three feet distant from the First Base; thence in a straight line to the Foul Line, and thence upon the Foul Line to point of beginning.

RULE 11. The lines designated in Rules 4, 5, 6, 7, 8, 9, and 10 must be marked with chalk or other suitable material, so as to be distinctly seen by the Umpire. They must all be so marked their entire length, except the Captain's and Player's Lines, which must be so marked for a distance of at least thirty-five yards from the Catcher's Lines.

THE BALL.

RULE 12. The Ball:

SEC. 1. Must not weigh less than five or more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference.

The Spalding League Ball or the Reach American Association Ball must be used in all games played under these rules.

SEC. 2. For each championship game two balls shall be furnished by the Home Club to the Umpire for use. When the ball in play is batted over the fence or stands, on to foul ground out of sight of the players, the other ball shall be immediately put into play by the Umpire. As often as one of the two in use shall be lost, a new one must be substituted, so that the Umpire may at all times, after the game begins, have two for use. The moment the Umpire delivers a new or alternate ball to the pitcher it comes into play, and shall not be exchanged until it, in turn, passes out of sight on to foul ground. At no time shall the ball be intentionally discolored by rubbing it with the soil or otherwise.

SEC. 3. In all games the ball or balls played with shall be furnished by the Home Club, and the last ball in play becomes the property of the winning club. Each ball to be used in championship games shall be examined, measured and weighed by the Secretary of the Association, inclosed in a paper box and sealed with the seal of the Secretary, which seal shall not be broken except by the Umpire in the presence of the Captains of the two contesting nines after play has been called.

SEC. 4. Should the ball become out of shape, or cut or ripped so as to expose the yarn, or in any way so injured as to be—in the opinion of the Umpire—unfit for fair use, the Umpire, on being appealed to by either Captain, shall at once put the alternate ball into play and call for a new one.

THE BAT.

RULE 13. The Bat.

SEC. 1. Must be made wholly of wood, except that the handle may be wound with twine, or a granulated substance applied, not to exceed eighteen inches from the end.

SEC. 2. It must be round, except that a portion of the surface may be flat on one side, but it must not exceed two and one-half inches in diameter in the thickest part, and must not exceed forty-two inches in length.

THE PLAYERS AND THEIR POSITIONS.

RULE 14. The players of each club in a game shall be nine in number, one of whom shall act as Captain, and in no case shall less than nine men be allowed to play on each side.

RULE 15. The player's positions shall be such as may be assigned them by their Captain, except that the Pitcher must take his position within the Pitcher's Lines, as defined in Rule 5. When in position on the field, all players will be designated "Fielders" in these rules.

RULE 16. Players in uniform shall not be permitted to seat themselves among the spectators.

RULE 17. Every Club shall be required to adopt uniforms for its players, and each player shall be required to present himself upon the field during said game in a neat and cleanly condition, but no player shall attach anything to the sole or heel of his shoes other than the ordinary base ball shoe plate.

THE PITCHER'S POSITION.

RULE 18. The pitcher shall take his position facing the batsman with both feet square on the ground, one foot on the rear line of the "box." He shall not raise either foot, unless in the act of delivering the ball, nor make more than one step in such delivery. He shall hold the ball, before the delivery, fairly in front of his body, and in sight of the Umpire. When the pitcher feigns to throw the ball to a base he must resume the above position and pause momentarily before delivering the ball to the bat.

THE BATSMEN'S POSITION—ORDER OF BATTING.

RULE 19. The batsmen must take their positions within the Batsmen's Lines, as defined in Rule 9, in the order in which they are named on *the score*, which must contain the batting order of both nines, and be submitted by the Captains of the opposing teams to the Umpire before the game, and when approved by him THIS SCORE must be followed except in the case of a substitute player, in which case the substitute must take the place of the original player in the batting order. After the first inning the first striker in each inning shall be the batsman whose name follows that of the last man who has completed his turn—time at bat—in the preceding inning.

RULE 20. SEC. 1. When their side goes to the bat the players must immediately return to and seat themselves upon the players' bench and remain there until the side is put out, except when batsman or base runner. All bats not in use must be kept in the bat racks, and the two players next succeeding the batsman, in the order in which they are named on the score, must be ready with bat in hand to promptly take position as batsman; provided, that the Captain and one assistant only may occupy the space between the players' lines and the Captain's lines to coach base runners.

SEC. 2. No player of the side at bat, except when Batsman, shall occupy any portion of the space within the Catcher's Lines, as defined in Rule 6. The triangular space behind the Home Base is reserved for the exclusive use of the Umpire, Catcher and Batsman, and the Umpire must prohibit any player of the side "at bat" from crossing the same at any time while the ball is in the hands of, or passing between, the Pitcher and Catcher, while standing in their positions.

SEC. 3. The players of the side "at bat" must occupy the portion of the field allotted them, but must speedily vacate any portion thereof that may be in the way of the ball, or of any Fielder attempting to catch or field it.

PLAYERS' BENCHES.

RULE 21. The Players' Benches must be furnished by the home club, and placed upon a portion of the ground outside the Players' Lines. They must be twelve feet in length, and must be immovably fastened to the ground. At the end of each bench must be immovably fixed a bat rack, with fixtures for holding twenty bats; one such rack must be designated for the exclusive use of the Visiting Club, and the other for the exclusive use of the Home Club.

THE GAME.

RULE 22. SEC. 1. Every Championship Game must be commenced not later than two hours before sunset.

SEC. 2. A Game shall consist of nine innings to each contesting nine, except that,

(a) If the side first at bat scores less runs in nine innings than the other side has scored in eight innings, the game shall then terminate.

(b) If the side last at bat in the ninth inning scores the winning run before the third man is out, the game shall terminate.

A TIE GAME.

RULE 23: If the score be a tie at the end of nine innings to each side, play shall only be continued until the side first at bat shall have scored one or more runs than the other side, in an equal number of innings, or until the other side shall score one or more runs than the side first at bat.

A DRAWN GAME.

RULE 24. A Drawn Game shall be declared by the Umpire when he terminates a game on account of darkness or rain, after five equal innings have been played, if the score at the time is equal on the last even innings played; but if the side that went second to bat is then at the bat, and has scored the same number of runs as the other side, the Umpire shall declare the game drawn without regard to the score of the last equal innings.

A CALLED GAME.

RULE 25. If the Umpire calls "Game" on account of darkness or rain at any time after five innings have been completed by both sides, the score shall be that of the last equal innings played, unless the side second at bat shall have scored one or more runs than the side first at bat, in which case the score of the game shall be the total number of runs made.

A FORFEITED GAME.

RULE 26. A forfeited game shall be declared by the Umpire in favor of the club not in fault, at the request of such club, in the following cases:

SEC. 1. If the nine of a club fail to appear upon a field, or being upon the field, fail to begin the game within five minutes after the Umpire has called "Play," at the hour appointed for the beginning of the game, unless such delay in appearing or in commencing the game be unavoidable.

SEC. 2. If, after the game has begun, one side refuses or fails to continue playing, unless such game has been suspended or terminated by the Umpire.

SEC. 3. If, after play has been suspended by the Umpire, one side fails to resume playing within *one minute* after the Umpire has called "Play."

SEC. 4. If, in the opinion of the Umpire, any one of these rules is wilfully violated.

SEC. 5. If, after ordering the removal of a player, as authorized by Rule 57, Sec. 5, said order is not obeyed within five minutes.

SEC. 6. In case the Umpire declares a game forfeited, he shall transmit a written notice thereof to the President of the Association within twenty-four hours thereafter.

NO GAME.

RULE 27. "No Game" shall be declared by the Umpire if he shall terminate play on account of rain or darkness, before five innings on each side are completed.

SUBSTITUTES.

RULE 28. SEC. 1. In every championship game each team shall be required to have present on the field, in uniform, at least two or more substitute players.

SEC. 2. Two players, whose names shall be printed on the score card as extra players, may be substituted at any time by either club, but no player so retired shall thereafter participate in the game. In addition thereto a substitute may be allowed at any time in place of a player disabled in the game then being played, by reason of illness or injury, of the nature and extent of which the Umpire shall be the sole judge.

SEC. 3. The Base Runner shall not have a substitute run for him, except by consent of the Captains of the contesting teams.

CHOICE OF INNINGS—CONDITION OF GROUND.

RULE 29. The choice of innings shall be given to the Captain of the Home Club, who shall also be the sole judge of the fitness of the ground for beginning a game after rain.

THE DELIVERY OF THE BALL—FAIR AND UNFAIR BALLS.

RULE 30. A Fair Ball is a ball delivered by the Pitcher while standing wholly within the lines of his position, and facing the Batsman, the ball, so delivered, to pass over the Home Base, not lower than the Batsman's knee, nor higher than his shoulder.

RULE 31. An Unfair Ball is a ball delivered by the Pitcher, as in Rule 30, except that the ball does not pass over the Home Base, or does pass over the Home Base, above the Batsman's shoulder, or below the knee.

BALKING.

RULE 32. A Balk is

SEC. 1. Any motion made by the Pitcher to deliver the ball to the bat without delivering it, and shall be held to include any and every accustomed motion with the hands, arms or feet, or position of the body assumed by the Pitcher in his delivery of the ball and any motion calculated to deceive a base runner, except the ball be accidentally dropped.

SEC. 2. The holding of the ball by the Pitcher so long as to delay the game unnecessarily; or

SEC. 3. Any motion to deliver the ball, or the delivering the ball to the bat by the Pitcher when any part of his person is upon ground outside of the lines of his position, including all preliminary motions with the hands, arms, and feet.

DEAD BALLS.

RULE 33. A Dead Ball is a ball delivered to the bat by the Pitcher that touches the Batsman's bat without being struck at, or any part of the Batsman's person or clothing while standing in his position without being struck at; or any part of the Umpire's person or clothing, while on foul ground, without first passing the Catcher.

RULE 34. In case of a Foul Strike, Foul Hit ball not legally caught out, Dead Ball, or Base Runner put out for being struck by a fair hit ball, the ball shall not be considered in play until it is held by the Pitcher standing in his position.

BLOCK BALLS.

RULE 35. SEC. 1. A Block is a batted or thrown ball that is stopped or handled by any person not engaged in the game.

SEC. 2. Whenever a Block occurs the Umpire shall declare it, and Base Runners may run the bases, without being put out, until the ball has been returned to and held by the Pitcher standing in his position.

SEC. 3. In the case of a Block, if the person not engaged in the game should retain possession of the ball, or throw or kick it beyond the reach of the Fielders, the Umpire should call "Time," and require each Base Runner to stop at the last base touched by

him until the ball be returned to the Pitcher standing in his position.

THE SCORING OF RUNS.

RULE 36. One Run shall be scored every time a Base Runner, after having legally touched the first three bases, shall touch the Home Base before three men are put out by (exception) If the third man is forced out, or is put out before reaching First Base, a run shall not be scored.

THE BATTING RULES.

RULE 37. A Fair Hit is a ball batted by the batsman, standing in his position, that first touches the ground, the First Base, the Third Base, any part of the person of a player, Umpire or any other object that is in front of or on either side of the Foul Lines, or batted directly to the ground by the Batsman, standing in his position, that (whether it first touches Foul or Fair Ground) bounds or rolls within the Foul Lines, between Home and First, or Home and Third Bases, without interference by a player.

RULE 38. A Foul Hit is a ball batted by the Batsman, standing in his position, that first touches the ground, any part of the person of a player, or any other object that is behind either of the Foul Lines, or that strikes the person of such Batsman, while standing in his position, or batted directly to the ground by the Batsman, standing in his position, that (whether it first touches Foul or Fair ground) bounds or rolls outside the Foul Lines, between Home and First or Home and Third Bases without interference by a player.

BALLS BATTED OUTSIDE THE GROUNDS.

RULE 39. When a batted ball passes outside the grounds, the Umpire shall decide it Fair should it disappear within, or Foul should it disappear outside of the range of the Foul Lines, and Rules 37 and 38 are to be construed accordingly.

RULE 40. A Fair batted ball that goes over the fence at a less distance than two hundred and ten feet from Home Base shall entitle the Batsman to two bases and a distinctive line shall be marked on the fence at this point.

STRIKES.

RULE 41. A Strike is

SEC. 1. A ball struck at by the Batsman without its touching his bat; or

SEC. 2. A Fair Ball legally delivered by the Pitcher, but not struck at by the Batsman.

SEC. 3. Any obvious attempt to make a Foul Hit.

RULE 42. A Foul Strike is a ball batted by the Batsman when any part of his person is upon ground outside the lines of the Batsman's position.

THE BATSMAN IS OUT.

RULE 43. The Batsman is out:

SEC. 1. If he fails to take his position at the bat in his order of batting, unless the error be discovered and the proper Batsman takes his position before a fair hit has been made; and in such case the balls and strikes called must be counted in the time at bat of the proper Batsman. *Provided*, this rule shall not take effect unless *the out* is declared before the ball is delivered to the succeeding Batsman.

SEC. 2. If he fails to take his position within one minute after the Umpire has called for the Batsman.

SEC. 3. If he makes a Foul Hit, and the ball be momentarily held by a Fielder before touching the ground, provided it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder, before being caught.

SEC. 4. If he makes a Foul Strike.

SEC. 5. If he attempts to hinder the Catcher from Fielding the ball, evidently without effort to make a fair hit.

SEC. 6. If, while the First Base be occupied by a base runner, three strikes be called on him by the Umpire, except when two men are already out.

SEC. 7. If, while making the third strike, the ball hits his person or clothing.

SEC. 8. If, after two strikes have been called, the Batsman obviously attempts to make a foul hit, as in Section 3, Rule 41.

BASE RUNNING RULES.

WHEN THE BATSMAN BECOMES A BASE RUNNER.

RULE 44. The Batsman becomes a Base Runner:

SEC. 1. Instantly after he makes a Fair Hit.

SEC. 2. Instantly after four balls have been called by the Umpire.

SEC. 3. Instantly after three strikes have been declared by the Umpire.

SEC. 4. If, while he be a Batsman, his person or clothing be hit by a ball from the Pitcher, unless—in the opinion of the Umpire—he intentionally permits himself to be so hit.

SEC. 5. Instantly after an illegal delivery of a ball by the Pitcher.

BASES TO BE TOUCHED.

RULE 45. The Base Runner must touch each base in regular order, viz.: First, Second, Third and Home Bases; and when

obliged to return (except on a foul hit) must retouch the base or bases in reverse order. He shall only be considered as holding a base after touching it, and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding Base Runner.

ENTITLED TO BASES.

RULE 46. The Base Runner shall be entitled, without being put out, to take the Base in the following cases:

SEC. 1. If, while he was Batsman, the Umpire called four Balls.

SEC. 2. If the Umpire awards a succeeding Batsman a base on four balls, or for being hit with a pitched ball, or in case of an illegal delivery—as in Rule 44, Sec. 5—and the Base Runner is thereby forced to vacate the base held by him.

SEC. 3. If the Umpire calls a “balk.”

SEC. 4. If a ball delivered by the Pitcher pass the Catcher and touch the Umpire or any fence or building within ninety feet of the Home Base.

SEC. 5. If upon a fair hit the Ball strikes the person or clothing of the Umpire on fair ground.

SEC. 6. If he be prevented from making a base by the obstruction of an adversary.

SEC. 7. If the Fielder stop or catch a batted ball with his hat, or any part of his dress.

RETURNING TO BASES.

RULE 47. The Base Runner shall return to his Base, and shall be entitled to so return without being put out.

SEC. 1. If the Umpire declares a Foul Hit not legally caught by a Fielder.

SEC. 2. If the Umpire declares a Foul Strike.

SEC. 3. If the Umpire declares a Dead Ball, unless it be also the fourth Unfair Ball, and he be thereby forced to take the next base, as provided in Rule 46, Sec. 2.

SEC. 4. If the person or clothing of the Umpire interferes with the Catcher, or he is struck by a ball thrown by the Catcher to intercept a Base Runner.

WHEN BASE RUNNERS ARE OUT.

RULE 48. The Base Runner is out:

SEC. 1. If, after three strikes have been declared against him while Batsman, and the Catcher fail to catch the third strike ball, he plainly attempts to hinder the Catcher from fielding the ball.

SEC. 2. If, having made a Fair Hit while Batsman, such fair hit ball be momentarily held by a Fielder, before touching the ground or any object other than a Fielder: *Provided*, it be not caught in a Fielder's hat or cap.

SEC. 3. If, when the Umpire has declared three strikes on him, while Batsman, the third strike ball be momentarily held by a Fielder before touching the ground: *Provided*, it be not caught in a Fielder's hat or cap, or touch some object other than a Fielder, before being caught.

SEC. 4. If, after Three Strikes, or a Fair Hit, he be touched with the ball in the hand of a Fielder *before* such Base Runner touches First Base.

SEC. 5. If, after Three Strikes or a Fair Hit, the ball be securely held by a Fielder, while touching First Base with any part of his person, *before* such Base Runner touches First Base.

SEC. 6. If, in running the last half of the distance from Home Base to First Base, he runs outside the Three Feet Lines, as defined in Rule 10; except that he must do so if necessary to avoid a Fielder attempting to field a batted ball, and in such case shall not be declared out.

SEC. 7. If, in running from First to Second Base, from Second to Third Base, or from Third to Home Base he runs more than three feet from a direct line between such bases to avoid being touched by the ball in the hands of a Fielder; but in case a Fielder be occupying the Base Runner's proper path, attempting to field a batted ball, then the Base Runner shall run out of the path, and behind said Fielder, and shall not be declared out for so doing.

SEC. 8. If he fails to avoid a Fielder attempting to field a batted ball, in the manner described in Sections 6 and 7 of this Rule; or if he in any way obstructs a Fielder attempting to field a batted ball, or intentionally interferes with a thrown ball. *Provided*, That if two or more Fielders attempt to field a batted ball, and the Base Runner comes in contact with one or more of them, the Umpire shall determine which Fielder is entitled to the benefit of this Rule, and shall not decide the Base Runner out for coming in contact with any other Fielder.

SEC. 9. If, at any time while the ball is in play, he be touched by the ball in the hands of a Fielder, unless some part of his person is touching a base he is entitled to occupy: *Provided*, The ball be held by the Fielder after touching him; but (exception as to First Base), in running to First Base, he may overrun said base without being put out for being off said base, after first touching it, provided he returns at once and retouches the base, after which he may be put out as at any other base. If, in overrunning First Base, he also attempts to run to Second Base, or, after passing the base he turns to his left from the foul line, he shall forfeit such exemption from being put out.

SEC. 10. If, when a Fair or Foul Hit ball is legally caught by a Fielder, such ball is legally held by a Fielder

on the Base occupied by the Base Runner when such ball was struck (or the Base Runner be touched with the ball in the hands of a Fielder), before he retouches said base after such Fair or Foul Hit ball was so caught. *Provided*, That the Base Runner shall not be out in such case, if, after the ball was legally caught as above, it be delivered to the bat by the Pitcher before the Fielder holds it on said base, or touches the Base Runner with it; but if the Base Runner in attempting to reach a base, detaches it before being touched or forced out, he shall be declared safe.

SEC. 11. If, when a Batsman becomes a Base Runner, the First Base, or the First and Second Bases, or the First, Second and Third Bases, be occupied, any Base Runner so occupying a base shall cease to be entitled to hold it, until any following Base Runner is put out and may be put out at the next base or by being touched by the ball in the hands of a Fielder in the same manner as in running to First Base, at any time before any following Base Runner is put out.

SEC. 12. If a Fair Hit ball strike him *before touching the fielder*, and in such case no base shall be run unless forced by the Batsman becoming a Base Runner, and no run shall be scored, or any other Base Runner put out.

SEC. 13. If, when running to a base or forced to return to a base, he fail to touch the intervening base or bases, if any, in the order prescribed in Rule 45, he may be put out at the base he fails to touch, or by being touched by the ball in the hands of a Fielder, in the same manner as in running to First Base.

SEC. 14. If, when the Umpire calls "Play," after any suspension of a game, he fails to return to and touch the base he occupied when "Time" was called before touching the next base.

WHEN BATSMAN OR BASE RUNNER IS OUT.

RULE 49. The Umpire shall declare the Batsman or Base Runner out, without waiting for an appeal for such decision, in all cases where such player is put out in accordance with these rules, except as provided in Rule 48, Sections 10 and 14.

COACHING RULES.

RULE 50. The Captains and Coachers are restricted in coaching to the Base Runner only, and are not allowed to address any remarks except to the Base Runner, and then only in words of necessary direction; and no player shall use language which will in any manner refer to or reflect upon a player of the opposing club, or the audience. To enforce the above, the Captain of the opposite side may call the attention of the Umpire to the offense, and upon a repetition of the same the club shall be debarred from further coaching during the game.

THE UMPIRE.

RULE 51. The Umpire shall not be changed during the progress of a game, except for reason of illness or injury.

HIS POWERS AND JURISDICTION.

RULE 52. SEC. 1. The Umpire is master of the Field from the commencement to the termination of the game, and is entitled to the respect of the spectators, and any person offering any insult or indignity to him must be promptly ejected from the grounds.

SEC. 2. He must be invariably addressed by the players as Mr. Umpire; and he must compel the players to observe the provisions of all the Playing Rules, and he is hereby invested with authority to order any player to do or omit to do any act as he may deem necessary, to give force and effect to any and all of such provisions.

SPECIAL DUTIES.

RULE 53. The Umpire's duties shall be as follows:

SEC. 1. The Umpire is the sole and absolute judge of play. In no instance shall any person be allowed to question the correctness of any decision made by him except the Captains of the contending nines, and no other player shall at such time leave his position in the field, his place at the bat, on the bases or players' bench, to approach or address the Umpire in word or act upon such disputed decision. Neither shall any Manager or other officers of either club—except the Captains as before mentioned—be permitted to go upon the field or address the Umpire in regard to such disputed decision, under a penalty of a forfeiture of the game to the opposing club. The Umpire shall in no case appeal to any spectator for information in regard to any case, and shall not reverse his decision on any point of play on the testimony of any player or bystander.

SEC. 2. Before the commencement of a Game, the Umpire shall see that the rules governing all the materials of the game are strictly observed. He shall ask the Captain of the Home Club whether there are any special ground rules to be enforced, and if there are, he shall see that they are duly enforced, provided they do not conflict with any of these rules. He shall also ascertain whether the fence in the rear of the Catcher's position is distant ninety feet from the Home Base.

SEC. 3. The Umpire must keep the contesting nines playing constantly from the commencement of the game to its termination, allowing such delays only as are rendered unavoidable by accident, injury or rain. He must, until the completion of the game, require the players of each side to promptly take their positions in the field as soon as the third man is put out, and must require the first striker of the opposite side to be in his position at the bat as soon as the fielders are in their places.

SEC. 4. The Umpire shall count and call every "unfair ball" delivered by the Pitcher, and every "dead ball," if also an unfair ball, as a "ball," and he shall also count and call every "strike." Neither a "ball" nor a "strike" shall be counted or called until the ball has passed the Home Base. He shall also declare every "Dead Ball," "Block," "Foul Hit," "Foul Strike," and "Balk."

RULE 54. For the special benefit of the patrons of the game, and because the offences specified are under his immediate jurisdiction, and not subject to appeal by players, the attention of the Umpire is particularly directed to possible violations of the purpose and spirit of the Rules, of the following character:

SEC. 1. Laziness or loafing of players in taking their places in the field, or those allotted them by the Rules when their side is at the bat, and especially any failure to keep the bats in the racks provided for them; to be ready (two men) to take position as Batsmen, and to remain upon the Players' Bench, except when otherwise required by the Rules.

SEC. 2. Any attempt by players of the side at bat, by calling to a Fielder, other than the one designated by his Captain, to field a ball, or by any other equally disreputable means seeking to disconcert a Fielder.

SEC. 3. The Rules make a marked distinction between hindrance of an adversary in fielding a batted or thrown ball. This has been done to rid the game of the childish excuses and claims formerly made by a Fielder failing to hold a ball to put out a Base Runner. But there may be cases of a Base Runner so flagrantly violating the spirit of the Rules and of the Game in obstructing a Fielder from fielding a thrown ball that it would become the duty of the Umpire, not only to declare the Base Runner "out" (and to compel any succeeding Base Runners to hold their bases), but also to impose a heavy fine upon him. For example: If the Base Runner plainly strike at the ball while passing him, to prevent its being caught by a Fielder; if he holds a Fielder's arms so as to disable him from catching the ball, or if he run against or knock the Fielder down for the same purpose.

CALLING "PLAY" AND "TIME."

RULE 55. The Umpire must call "Play," promptly at the hour designated by the Home Club, and on the call of "Play" the game must immediately begin. When he calls "Time," play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run, or run be scored. The Umpire shall suspend play only for an accident to himself or a player (but in case of accident to a Fielder, "Time" shall not be called until the ball be returned to, and held by the Pitcher, standing in his position), or in case rain falls so heavily that the spectators are compelled, by the severity of the storm, to seek shelter,

in which case he shall note the time of suspension, and should such rain continue to fall thirty minutes thereafter, he shall terminate the game; or to enforce order in case of annoyance from spectators.

RULE 56. The Umpire is only allowed, by the Rules, to call "Time" in case of an accident to himself or a player, a "Block," as referred to in Rule 35, Sec. 3, or in case of rain, as defined by the Rules. The practice of players suspending the game to discuss or contest a decision with the Umpire, is a gross violation of the Rules, and the Umpire must promptly fine any player who interrupts the game in this manner.

INFLECTING FINES.

RULE 57. The Umpire is empowered to inflict fines of not less than \$5.00 nor more than \$25.00 for the first offence on players during the progress of a game, as follows:

SEC. 1. For indecent or improper language addressed to the audience, the Umpire, or any player.

SEC. 2. For the Captain or Coacher wilfully failing to remain within the legal bounds of his position, except upon an appeal by the Captain from the Umpire's decision upon a misinterpretation of the rules.

SEC. 3. For the disobedience by a player of any other of his orders, or for any other violation of these Rules.

SEC. 4. In case the Umpire imposes a fine on a player, he shall at once notify the Captain of the offending player's side, and shall transmit a written notice thereof to the President of the Association or League within twenty-four hours thereafter, under the penalty of having said fine taken from his own salary.

SEC. 5. A repetition of any of the above offences shall, at the discretion of the Umpire, subject the offender either to a repetition of the fine or to removal from the field, and the immediate substitution of another player then in uniform.

FIELD RULES.

RULE 58. No Club shall allow open betting or pool selling upon its grounds, nor in any building owned or occupied by it.

RULE 59. No person shall be allowed upon any part of the field during the progress of the game, in addition to the players in uniform, the Manager on each side and the Umpire; except such officers of the law as may be present in uniform, and such officials of the Home Club as may be necessary to preserve the peace.

RULE 60. No Umpire, Manager, Captain, or player shall address the audience during the progress of a game, except in case of necessary explanation.

RULE 61. Every Club shall furnish sufficient police force upon its own grounds to preserve order, and in the event of a crowd enter-

ing the field during the progress of a game, and interfering with the play in any manner, the Visiting Club may refuse to play further until the field be cleared. If the ground be not cleared within fifteen minutes thereafter, the Visiting Club may claim, and shall be entitled to, the game by a score of nine runs to none (no matter what number of innings have been played.)

GENERAL DEFINITIONS.

RULE 62. "Play" is the order of the Umpire to begin the game, or to resume play after its suspension.

RULE 63. "Time" is the order of the Umpire to suspend play. Such suspension must not extend beyond the day of the game.

RULE 64. "Game" is the announcement by the Umpire that the game is terminated.

RULE 65. "An Inning" is the term at bat of the nine players representing a Club in a game, and is completed when three of such players have been put out as provided in these rules.

RULE 66. "A Time at Bat" is the term at bat of a Batsman. It begins when he takes his position, and continues until he is put out or becomes a base runner; except when, because of being hit by a pitched ball, or in case of an illegal delivery by the Pitcher, as in Rule 44.

RULE 67. "Legal" or "Legally" signifies as required by these Rules.

SCORING.

RULE 68. In order to promote Uniformity in Scoring Championship Games, the following instructions, suggestions and definitions are made for the benefit of scorers, and they are required to make all scores in accordance therewith.

BATTING.

SEC. 1. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during the game. The time or times when the player has been sent to base by being hit by a pitched ball, by the Pitcher's illegal delivery, or by a base on balls, shall not be included in this column.

SEC. 2. In the second column should be set down the runs made by each player.

SEC. 3. In the third column should be placed the first base hits made by each player. A base hit should be scored in the following cases:

When the ball from the bat strikes the ground within the foul lines, and out of reach of the Fielders.

When a hit ball is partially or wholly stopped by a Fielder in motion, but such player cannot recover himself in time to handle the ball before the striker reaches First Base.

When a hit ball is hit so sharply to an infielder that he cannot handle it in time to put out the Batsman. In case of doubt over this class of hits, score a base hit, and exempt the Fielder from the charge of an error.

When a ball is hit so slowly toward a Fielder that he cannot handle it in time to put out the Batsman.

That in all cases where a Base Runner is retired by being hit by a batted ball, the Batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the Umpire, as defined in Rule 37.

SEC. 4. In the fourth column shall be placed Sacrifice hits, which shall be credited to the Batsman, who, when but one man is out advances a Runner a base on a fly to the outfield or a ground hit, which results in putting out the Batsman, or would so result if handled without error.

FIELDING.

SEC. 5. The number of opponents put out by each player shall be set down in the fifth column. Where a striker is given out by the Umpire for a foul strike, or because he struck out of his turn, the put out shall be scored to the Catcher.

SEC. 6. The number of times the player assists shall be set down in the sixth column. An assist should be given to each player who handles the ball in assisting a run out or other play of the kind.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fails, through no fault of the player assisting.

And generally an assist should be given to each player who handles the ball from the time it leaves the bat until it reaches the player who makes the put out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put-out results, or would result if no error were made by the receiver.

ERRORS.

SEC. 7. An error shall be given in the seventh column for each misplay which allows the striker or base runner to make one or more bases when perfect play would have insured his being put out, except that "wild pitches," "bases on balls," "bases on the batsman being struck by a pitched ball," or case of illegal pitched balls, balks and passed balls, shall not be included in said column. In scoring errors of batted balls see Section 3 of this Rule.

STOLEN BASES.

SEC. 8. Stolen bases shall be scored as follows:

Any attempt to steal a base must go to the credit of the base runner, whether the ball is thrown wild or muffed by the fielder, but any manifest error is to be charged to the fielder making the

same. If the base runner advances another base he shall not be credited with a stolen base, and the fielder allowing the advancement is also to be charged with an error. If a base runner makes a start and a battery error is made, the runner secures the credit of a stolen base, and the battery error is scored against the player making it. Should a base runner overrun a base and then be put out, he should receive the credit for the stolen base.

EARNED RUNS.

SEC. 9. An earned run shall be scored every time the player reaches the home base unaided by errors before chances have been offered to retire the side.

THE SUMMARY.

RULE 69. The Summary shall contain:

SEC. 1. The number of earned runs made by each side.

SEC. 2. The number of two-base hits made by each player.

SEC. 3. The number of three-base hits made by each player.

SEC. 4. The number of home runs made by each player.

SEC. 5. The number of bases stolen by each player.

SEC. 6. The number of double and triple plays made by each side, with the names of the players assisting in the same.

SEC. 7. The number of men given bases on called balls by each Pitcher.

SEC. 8. The number of men given bases from being hit by pitched balls.

SEC. 9. The number of men struck out.

SEC. 10. The number of passed balls by each Catcher.

SEC. 11. The number of wild pitches by each Pitcher.

SEC. 12. The time of game.

SEC. 13. The name of the Umpire.

LAWN TENNIS RULES

OF THE

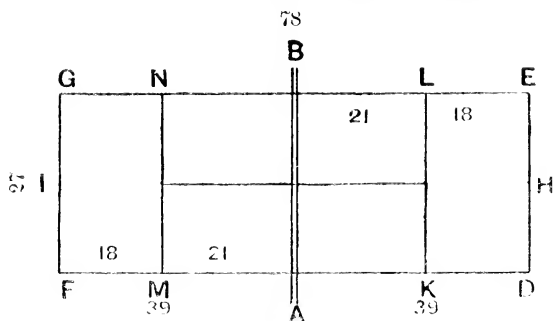
National Lawn Tennis Association.

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Re-approved May 13, 1890.

LAWS OF LAWN TENNIS.

THE COURT.

1. THE COURT is 78 feet long, and 27 feet wide. It is divided across the middle by a net, the ends of which



are attached to two posts, A and B, standing 3 feet outside of the court on either side. The height of the net

is 3 feet 6 inches at the posts, and 3 feet in the middle. At each end of the court, parallel with the net, and 39 feet from it, are drawn the base lines D E and F G, the ends of which are connected by the side-lines D F and E G. Half-way between the side lines and parallel with them, is drawn the half court line I H, dividing the space on each side of the net into two equal parts, the right and left courts. On each side of the net, at a distance of 21 feet from it, and parallel with it, are drawn the service lines K L and M N.

THE BALLS.

2. THE BALLS shall measure not less than $2\frac{1}{8}$ inches, nor more than $2\frac{1}{2}$ inches in diameter; and shall weigh not less than $1\frac{1}{8}$ oz., nor more than 2 oz.

THE GAME.

3. The choice of sides, and the right to serve in the first game, shall be decided by toss; provided that, if the winner of the toss choose the right to serve, the other player shall have choice of sides, and vice versa. If one player choose the court, the other may elect not to serve.

4. The players shall stand on opposite sides of the net; the player who first delivers the ball shall be called the server, and the other the striker-out.

5. At the end of the first game the striker-out shall become server, and the server shall become striker-out; and so on alternately in all the subsequent games of the set, or series of sets.

6. THE SERVER shall serve with one foot on the base line or perpendicularly above said line, and with the other foot behind said line, but not necessarily upon the ground. He shall deliver the service from the right to the left courts, alternately; beginning from the right.

7. The ball served must drop between the service line, half court line, and side line of the court, diagonally opposite to that from which it was served.

8. It is a FAULT if a server fail to strike the ball, or if the ball served drop in the net, or beyond the service line, or out of court, or in the wrong court; or if the server do not stand as directed by law 6.

9. A ball falling on a line is regarded as falling in the court bounded by that line.

10. A fault cannot be taken.

11. After a fault the server shall serve again from the same court from which he served that fault, unless it was a fault because he served from the wrong court.

12. A fault cannot be claimed after the next service is delivered.

13. The server shall not serve till the striker-out is ready. If the latter attempt to return the service he shall be deemed ready.

14. A service or fault delivered when the striker-out is not ready, counts for nothing.

15. The service shall not be volleyed, *i.e.*, taken before it has touched the ground.

16. A ball is in play on leaving the server's racket, except as provided for in law 8.

17. It is a good return, although the ball touch the net; but a service, otherwise good, which touches the net, shall count for nothing.

18. The server wins a stroke if the striker-out volley the service, or if he fails to return the service or the ball in play; or if he return the service or the ball in play so that it drops outside of his opponent's court; or if he otherwise lose a stroke, as provided by law 20.

19. The striker-out wins a stroke if the server serve two consecutive faults; or if he fail to return the ball in play; or if he return the ball in play so that it drops outside of his opponent's court; or if he otherwise lose a stroke, as provided by law 20.

20. Either player loses a stroke if the ball touch him, or anything he wears or carries, except his racquet in the act of striking; or if he touch the ball with his racquet more than once; or if he touch the net or any of its supports while the ball is in play; or if he volley the ball before it has passed the net.

21. In case any player is obstructed by any accident, the ball shall be considered a let.

22. On either player winning his first stroke, the score is called 15 for that player; on either player winning his second stroke, the score is called 30 for that player; on either player winning his third stroke, the score is called 40 for that player; and the fourth stroke won by either player is scored game for that player, except as below: If both players have won three strokes, the score is called *deuce*; and the next stroke won by either player is scored *advantage* for that player. If the same player wins the next stroke, he wins the game; if he loses the next stroke, the score returns to *deuce*; and so on until one player wins the two strokes immediately following the score of *deuce*, when game is scored for that player.

23. The player who first wins six games, wins the set; except as below: If both players win five games, the score is called *games all*; and the next game won by either player is scored *advantage game* for that player. If the same player wins the next game he wins the set; if he loses the next game, the score returns to *games all*; and so on, until either player wins the two games immediately following the score of *games all*, when he

wins the set. But individual clubs, at their own tournaments, may modify this rule at their discretion.

24. The players shall change sides at the end of every set; but the umpire, on appeal from either player, before the toss for choice, shall direct the players to change sides at the end of the first, third and fifth and every alternate game succeeding thereafter in each set, if, in his opinion, either side have a distinct advantage owing to the sun, wind, or any other accidental cause; but if the appeal be made after the toss for choice, the umpire can only direct the players to change sides at the end of the first, third, fifth and every alternate game succeeding thereafter in odd or deciding set.

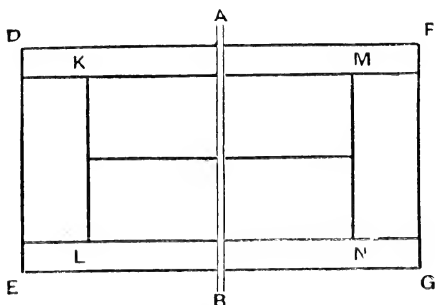
25. When a series of sets is played, the player who served in the last game of one set shall be striker out in the first game of the next.

26. In all contests the play shall be continuous from the first service till the match be concluded, but upon application by either player for reason or reasons which may seem adequate to the referee, an interval, which shall not exceed two minutes, may be allowed between successive rests. If the interval be between successive sets, seven minutes may be allowed. The referee at his discretion may at any time postpone the match on account of rain or darkness, or may otherwise waive the provisions of this rule, on the expressed consent of both players. In any case of postponement the previous score shall hold good. Where play has ceased for more than an hour, the player, who at the cessation thereof was on side of the net originally first chosen, shall have the choice of sides on the recommencement of the play. He will stay on the side he chooses for the remainder of the set, and then alternate each subsequent set.

The last two sentences of this rule do not apply when the players are changing every game.

27. The above laws shall apply to the three-handed and four-handed games, except as below:

THE THREE-HANDED AND FOUR-HANDED GAMES.



28. For the three-handed and four-handed games the court shall be 36 feet in width. $4\frac{1}{2}$ feet inside the side lines, and parallel with them are drawn the service side lines K M and L N. The service lines are not drawn beyond the point at which they meet the service side lines, as shown in the diagram.

29. In the three-handed game, the single player shall serve in every alternate game.

30. In the four-handed game, the pair who have the right to serve in the first game shall decide which partner shall do so; and the opposing pair shall decide in like manner for the second game. The partner of the player who served in the first game shall serve in the third, and the partner of the player who served in the second game shall serve in the fourth, and the same order shall be maintained in all the subsequent games of the set.

31. At the beginning of the next set, either partner of the pair which struck out in the last game of the last set may serve; and the same privilege is given to their opponents in second game of the new set.

32. The players shall take the service alternately throughout the game ; a player cannot receive a service delivered to his partner ; and the order of service and striking out once established shall not be altered, nor shall the striker-out change courts to receive the service, till the end of the set.

33. If a player serve out of his turn, the umpire, as soon as the mistake is discovered by himself or by one of the players, shall direct the player to serve who ought to have served. But all strokes scored and any fault served before such discovery shall be reckoned. If a game shall have been completed before such discovery, then the service in the next alternate game shall be delivered by the partner of the player who served out of his turn, and so on in regular rotation.

34. It is a fault if the ball served do not drop between the service line, half-court line, and service side line of the court, diagonally opposite to that from which it was served.

35. It is a fault if the ball served do not drop as provided in Law 34, or if it touches the server's partner or anything he wears or carries.

36. In matches, the decision of the umpire shall be final. Should there be two umpires, they shall divide the court between them, and the decision of each shall be final in his share of the court.

•
ODDS.

37. A BISQUE is one point which can be taken by the receiver of the odds at any time in the set except as follows :

(a) A bisque cannot be taken after a service is delivered.

(b) The server may not take a bisque after a fault, but the striker-out may do so.

38. One or more bisques may be given to increase or diminish other odds.

39. Half fifteen is one stroke given at the beginning of the second, fourth, and every subsequent alternate game of a set.

40. Fifteen is one stroke given at the beginning of every game of the set.

41. Half thirty is one stroke given at the beginning of the first game, two strokes given at the beginning of the second game, and so on alternately in all the subsequent games of the set.

42. Thirty is two strokes given at the beginning of every game of the set.

43. Half forty is two strokes given at the beginning of the first game, three strokes given at the beginning of the second game, and so on alternately in all the subsequent games of the set.

44. Forty is three strokes given at the beginning of every game of a set.

45. Half Court : the players may agree into which half court, right or left, the giver of the odds shall play ; and the latter loses a stroke if the ball returned by him drop outside any of the lines which bound that half court.

46. Owed odds are where the giver of the odds starts behind scratch.

47. Owe half fifteen is one stroke owed at the beginning of the first, third, and every subsequent alternate game of a set.

48. Owe fifteen is one stroke owed at the beginning of every game of a set.

49. Owe half thirty is two strokes owed at the beginning of the first game, one stroke owed at the beginning of the second game, and so on alternately in all the subsequent games of the set.

50. Owe thirty is two strokes owed at the beginning of every game of a set.

51. Owe half forty is three strokes owed at the beginning of the first game, two strokes owed at the beginning of the second game, and so on alternately in all subsequent games of the set.

52. Owe forty is three strokes owed at the beginning of every game of a set.

FOOT-BALL RULES

OF THE

American Intercollegiate Association

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Re-approved May 13, 1890.

RULE 1.—(a) A drop-kick is made by letting the ball fall from the hands and kicking it at the very instant it rises.

(b) A place-kick is made by kicking the ball after it has been placed on the ground.

(c) A punt is made by letting the ball fall from the hands and kicking it before it touches the ground.

(d) Kick-off is a place-kick from the centre of the field of play, and cannot score a goal.

(e) Kick-out is a drop-kick, or place-kick, by a player of the side which has touched the ball down in their own goal, or into whose touch-in-goal the ball has gone, and cannot score a goal.

(f) A free-kick is one where the opponents are restrained by rule.

RULE 2.—(a) In touch means out of bounds.

(b) A fair is putting the ball in play from touch.

RULE 3.—A foul is any violation of a rule.

RULE 4.—(a) A touch-down is made when the ball is carried, kicked, or passed across the goal line and there held, either in goal or touch-in goal.

(b) A safety is made when a player guarding his goal receives the ball from a player of his own side, either by a pass; kick, or a snap-back, and then touches it down behind his goal line, or when he himself carries the ball across his own goal line and touches it down, or when he puts the ball into his own touch-in-goal, or when the ball being kicked by one of his own side bounds back from an opponent across the goal line and he then touches it down.

(c) A touch-back is made when a player touches the ball to the ground behind his own goal, the impetus which sent the ball across the line having been received from an opponent.

RULE 5.—A punt-out is a punt made by a player of the side which has made a touch-down in their opponents' goal to another of his own side for a fair catch.

RULE 6.—A goal may be obtained by kicking the ball in any way except a punt, from the field of play (without touching the ground, or dress, or person of any player after the kick) over the cross-bar or post of opponents' goal.

RULE 7.—A scrimmage takes place when the holder of the ball puts it down on the ground, and puts it in play by kicking it or snapping it back.

RULE 8.—A fair catch is a catch made direct from a kick by one of the opponents, or from a punt-out by one of the same side, provided the catcher made a mark with his heel at the spot where he has made the catch, and no other of his side touch the ball. If the catcher, after making his mark, be deliberately thrown to the ground by an opponent, he shall be given five yards, unless this carries the ball across the goal line.

RULE 9.—Charging is rushing forward to seize the ball or tackle a player.

RULE 10.—Interference is using the hands or arms in

any way to obstruct or hold a player who has not the ball, not the runner.

RULE 11.—The ball is dead :

I. When the holder has cried down, or when the referee has cried down, or when the umpire has called foul.

II. When a goal has been obtained.

III. When it has gone into touch, or touch-in-goal, except for punt-out.

IV. When a touch-down or safety has been made.

V. When a fair catch has been heeled. No play can be made while the ball is dead, except to put in play by rule.

RULE 12.—The grounds must be 330 feet in length and 160 feet in width, with a goal placed in the middle of each goal line, composed of two upright posts, exceeding 20 feet in height, and placed 18 feet 6 inches apart, with cross-bar 10 feet from the ground.

RULE 13.—The game shall be played by teams of eleven men each ; and in case of a disqualified or injured player a substitute shall take his place. Nor shall the disqualified or injured player return to further participation in the game.

RULE 14.—There shall be an umpire and a referee. No man shall act as an umpire who is an alumnus of either of the competing colleges. The umpires shall be nominated and elected by the Advisory Committee. The referee shall be chosen by the two captains of the opposing teams in each game, except in case of disagreement, when the choice shall be referred to the Advisory Committee, whose decision shall be final. All the referees and umpires shall be permanently elected and assigned, on or before the third Saturday in October in each year.

RULE 15.—(a) The umpire is the judge for the players,

and his decision is final regarding fouls and unfair tactics.

(b) The referee is judge for the ball, and his decision is final in all points not covered by the umpire.

(c) Both umpire and referee shall use whistles to indicate cessation of play on fouls and downs. The referee shall use a stop watch in timing the game.

RULE 16.—(a) The time of a game is an hour and a half, each side playing forty-five minutes from each goal. There shall be ten minutes' intermission between the two halves. The game shall be decided by the score of even halves. Either side refusing to play after ordered to by the referee, shall forfeit the game. This shall also apply to refusing to commence the game when ordered to by the referee. The referee shall notify the captains of the time remaining not more than ten nor less than five minutes from the end of each half.

(b) Time shall not be called for the end of a three-quarter until the ball is dead; and in the case of a try-at-goal from a touch-down the try shall be allowed. Time shall be taken out while the ball is being brought out either for a try, kick-out or kick-off.

RULE 17.—No one wearing projecting nails or iron plates on his shoes, or any metal substance upon his person, shall be allowed to play in a match. No sticky or greasy substance shall be used on the person of players.

RULE 18.—The ball goes into touch when it crosses the side line, or when the holder puts part of either foot across or on that line. The touch line is in touch and the goal line in goal.

RULE 19.—The captains shall toss up before the commencement of the match, and the winner of the toss shall have his choice of goal or of kick-off. The same side shall not kick-off in two successive halves.

RULE 20.—The ball shall be kicked off at the beginning of each half; and whenever a goal has been obtained, the side which has lost it shall kick off.

RULE 21.—A player who has made and claimed a fair catch shall take a drop-kick, or a punt, or place the ball for a place-kick. The opponents may come up to the catcher's mark, and the ball must be kicked from some spot behind that mark on a parallel to touch line.

RULE 22.—The side which has a free-kick must be behind the ball when it is kicked. At kick-off the opposite side must stand at least ten yards in front of the ball until it is kicked.

RULE 23.—Charging is lawful for opponents if a punter advances beyond his line, or in case of a place-kick, immediately the ball is put in play by touching the ground. In case of a punt-out, not till ball is kicked.

RULE 24.—(a) A player is put off side, if, during a scrimmage, he gets in front of the ball, or if the ball has been last touched by his own side behind him. It is impossible for a player to be off side in his own goal. No player when off side shall touch the ball, or interrupt, or obstruct opponent with his hands or arms until again on side.

(b) A player being off side is put on side when the ball has touched an opponent, or when one of his own side has run in front of him, either with the ball, or having touched it when behind him.

(c) If a player when off-side touches the ball inside the opponents' five yard line, the ball shall go as a touch-back to the opponents.

RULE 25.—No player shall lay his hands upon, or interfere by use of hands or arms, with an opponent, unless he has the ball. The side which has the ball can only interfere with the body. The side which has not the ball can use the hands and arms, as heretofore.

RULE 26.—(a) A foul shall be granted for intentional delay of game, off side play, or holding an opponent, unless he has the ball. No delay arising from any cause whatsoever shall continue more than five minutes.

(b) The penalty for fouls and violation of rules, except otherwise provided, shall be a down for the other side; or, if the side making the foul has not the ball, five yards to the opponents.

RULE 27.—(a) A player shall be disqualified for unnecessary roughness, hacking or striking with closed fist.

(b) For the offences of throttling, tripping up or intentional tackling below the knees, the opponents shall receive twenty-five yards, or a free-kick, at their option. In case, however, the twenty-five yards would carry the ball across the goal line they can have half the distance from the spot of the offence to the goal line, and shall not be allowed a free-kick.

RULE 28.—A player may throw or pass the ball in any direction except towards opponents' goal. If the ball be batted in any direction or thrown forward it shall go down on the spot to opponents.

RULE 29.—If a player when off side interferes with an opponent trying for a fair catch, by touching him, or the ball, or waving his hat or hands, the opponent may have a free-kick, or down, where the interference occurred.

RULE 30.—(a) If a player having the ball be tackled and the ball fairly held, the man so tackling shall cry "held," the one so tackled must cry "down," and some player of his side put it down for a scrimmage. The snapper back and the man opposite him cannot pick out the ball with the hand until it touch a third man; nor can the opponents touch the ball until it is in motion. The snapper back is entitled to but half the ball. If the snapper back be off side in the act of snapping back, the ball must be snapped again, and if this occurs three times on same down, the ball goes to opponents. The man who first receives the ball when snapped back from a down, or thrown back from a fair, shall not carry the ball forward under any circumstances whatever. If, in three consecutive fairs and downs, unless the ball

cross the goal line, a team shall not have advanced the ball five or taken it back twenty yards, it shall go to the opponents on spot of fourth. "Consecutive" means without leaving the hands of the side holding it, and by a kick giving opponents fair and equal chance of gaining possession of it.

(b) The man who puts the ball in play in a scrimmage cannot pick it up until it has touched some third man. "Third man" means any other player than the one putting the ball in play and the man opposite him.

RULE 31.—If the ball goes into touch, whether it bounds back or not, a player on the side which touches it down must bring it to the spot where the line was crossed, and there either

I. Bound the ball in the field of play, or touch it in with both hands, at right angles to the touch line, and then run with it, kick it, or throw it back ; or

II. Throw it out at right angles to the touch line ; or

III. Walk out with it at right angles to touch line any distance not less than five nor more than fifteen yards, and there put it down, first declaring how far he intends walking. The man who puts the ball in must face field or opponents' goal, and he alone can have his foot outside touch line. Anyone, except him, who puts his hands or feet between the ball and his opponents' goal is off side. If it be not thrown out at right angles, either side may claim it thrown over again, and if it fail to be put in play fairly in three trials it shall go to the opponents.

RULE 32. A side which has made a touch-down in their opponents' goal *must* try at goal, either by a place-kick or a punt-out.

RULE 33.—(a) If the try be by a place-kick, a player of the side which has touched the ball down shall bring it up to the goal line, and making a mark opposite the spot where it was touched down, bring it out at right angles to the goal line such distance as he thinks proper,

and there place it for another of his side to kick. The opponents must remain behind their goal line until the ball has been placed on the ground.

(b) The placer in a try-at-goal may be off side or in touch without vitiating the kick.

RULE 34.—If the try be by a punt-out, the punter shall bring the ball up to the goal line, and making a mark opposite the spot where it was touched down, punt-out from any spot behind line of goal and not nearer the goal post than such mark, to another of his side, who must all stand outside of goal line not less than fifteen feet. If the touch-down was made in touch in goal, the punt-out shall be made from the intersection of the goal and touch lines. The opponents may line up anywhere on the goal line, except space of five feet on each side of punter's mark, but cannot interfere with punter, nor can he touch the ball after kicking it until it touch some other player. If a fair catch be made from a punt-out, the mark shall serve to determine positions as the mark of any fair catch. If a fair catch be not made the ball shall go to the opponents at the spot where it first strikes the ground.

RULE 35.—A side which has made a touch-back or a safety must kick out from not more than twenty-five yards outside the kicker's goal. If the ball go into touch before striking a player it must be kicked out again; and if this occurs three times in succession it shall be given to opponents as in touch on twenty-five yard line on side where it went out. At kick-out opponents must be on twenty-five yard line or nearer their own goal.

RULE 36.—The following shall be the value of each point in the scoring :

Goal obtained by touch down,	. . .	6
Goal from field kick,	. . .	5
Touch-down failing goal,	. . .	4
Safety by opponents,	. . .	2

RACING RULES

OF THE

League of American Wheelmen.

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Re-approved May 13, 1890.

GENERAL RULES.

A. Any amateur wilfully competing at races not stated to be held and actually held under the rules of the Board, or rules approved by the Board, shall be liable to suspension from the race track for such a time as the Racing Board may determine; and amateurs are notified that to compete against any rider who has been suspended will render them liable to the same penalty.

B. The Racing Board will receive and pass upon all claims for records, and if required, claimants must furnish a statement from the judges and time-keepers of the meeting, together with a sworn statement from a competent surveyor certifying the measurement of the track. When the record is proven to the satisfaction of the Board it will be published in the official organ, and stand as such on the Books of the Board. No record made at a meeting not governed by League rules will be considered. No record made on the Lord's Day will be considered. The Board will enter no record in its books that is not made in competition between men

at an open meeting of which at least one week's notice has been given. The Board will enter no record in its books that is made on a board track or under cover.

C. The standard of measurement adopted by the Board requires that a track shall be measured on a line drawn not more than eighteen inches from a well-defined, fixed and continuous inner curb or pole, and no record will be allowed on a track otherwise measured.

D. The Board reserves the right to exclude from the racing path any and all machines which, in their judgment, do not come within the commonly accepted meaning of the terms "bicycle" and "tricycle," either by the peculiarity of construction, or by undoubted mechanical advantages which they may possess.

E. (1. The following National L. A. W. championships have been established by the Board: One-mile, two-mile and five-mile, "ordinary" bicycle; one-mile, two-mile and five-mile, "safety" bicycle; and one-mile, two-mile and three-mile, "tandem safety" bicycle.

(2). The country shall be divided into seven racing districts:

District No. 1 comprising the following States: Maine, New Hampshire, Vermont, Massachusetts, Rhode Island and Connecticut.

District No. 2 comprising New York and New Jersey.

District No. 3 comprising Pennsylvania, Delaware, Maryland, District of Columbia, Virginia and West Virginia.

District No. 4 comprising Ohio, Kentucky, Indiana, Michigan, Wisconsin, Illinois and Missouri.

District No. 5, North Carolina, South Carolina, Georgia, Florida, Alabama, Mississippi, Louisiana, Texas, Arkansas, Tennessee and Indian Territory.

District No. 6, Minnesota, Iowa, Kansas, Colorado, Nebraska, North Dakota and South Dakota.

District No. 7, Montana, Wyoming, New Mexico, Arizona, Utah, Idaho, Washington, Oregon, California and Nevada.

(3). Each district shall be in charge of a District Racing Board, consisting of five members, to be appointed by the National Racing Board.

Each District Racing Board shall have entire charge of all matters pertaining to the running of the championships in its district. The district championships shall be contested prior to August 15th of each year, at such place, or places, as the District Racing Board may determine. District championships are open to any League member residing in the district.

The winner and second man, in each event, may be sent, at the expense of the district, to compete at national championships. Winner and second man only in district championships shall be eligible to enter corresponding national championships. Divisions may pay the expenses of members to represent them at their district championships.

The national championships shall be contested annually, between August 15th and October 15th, at such place as the National Racing Board may determine.

(4). National and district championships are open to League members only, and the trophies for national championships shall be medals, struck from the dies owned by the League, to cost in no case more than \$50, and to become the property of the winner each year.

(5). Privilege to hold State championships in States where no division of the League has been formed will be granted to clubs or authorized associations when the importance of the meeting is sufficient to warrant the Racing Board's special sanction.

(6). The National Racing Board shall give at least thirty days' notice of the location and date of the national championships.

District Racing Boards shall give at least thirty days' notice of the location and date of the district championships.

F. (1). The Board will appoint, at its discretion, seven or more League handicappers (giving to each a special district), who will, for a stated sum, attend to the classification of the racing men, and frame the handicaps of the League, and of such of its associate clubs as shall desire this service at their hands. Classification shall be based on the appended table in Rule 29. Handicaps shall be based on the ability as well as records of the contestants. Handicaps shall be framed and the men classified before the day of the race, shall appear on the programme, and shall not be changed during the meeting.

(2). Entries to handicaps and class races shall close seven days prior to contest to allow time for proper investigation.

(3). Clubs holding races must send to the official handicapper of the district in which the races are to be held, a complete list of entries in all handicap and class races not later than five days previous to the date of races. Any contestant in a handicap or class race, not handicapped or classified by the district handicapper, shall be liable to suspension from the race track for such a time as the Racing Board may determine.

(4). A fee of twenty-five cents will be charged for each entry, to be paid by the club or managers of the race meeting for which the handicapping or classifying is done.

G. Any cycle or athletic club will be allowed, under special sanction of this Board, to pay the entrance fees and actual necessary traveling expenses of a member or members whom they may desire to represent them at a race meeting, but without this special sanction no competitor in amateur events shall accept from his own

club, or from a club promoting sports at which he competes, any payment for his expenses under penalty of suspension from the track for a time, at the discretion of the Board. Athletic clubs (members of the A. A. U.) are not required to apply for this special sanction, and racing men riding for A. A. U. clubs are not liable under this rule.

H. No open betting shall be permitted. The officials of a race meeting (see Rule 2) shall not bet upon the result of any race. Officials found guilty of violating this rule will be debarred from holding official positions at race meetings for such a time as the Racing Board may determine.

I. In no case shall an order for goods to a certain value be offered or taken in any event.

TRACK RULES.

1. Entries and awards in amateur events shall be confined strictly to amateurs, and persons entering for these races who are not members of cycle or other athletic clubs whose rules of membership exclude professionals, must satisfy the Executive Board that they are not professionals, either by their own statements in writing or otherwise.

2. The officials of a race meeting shall be : A referee, three judges at the finish, three time-keepers, one starter one clerk of the course, with assistants, if necessary, one scorer, with assistants, if necessary, and one umpire for every one-eighth of a mile. The referee, judges and clerk of the course shall constitute an Executive Board.

3. The referee shall have general supervision of the race meeting. He shall give judgments on protests received by him ; shall decide all questions or objections respecting foul riding or offences which he may be personally cognizant of, or which may be

brought to his attention by an umpire or other officers. He shall act as he may think for the best in cases of misconduct by attendants, and shall disqualify any competitor who may become liable to disqualification. He shall decide all questions whose settlement is not otherwise provided for in these rules. His decision, in all cases, shall be final.

4. The judges shall decide the position of the men at the finish. Two shall stand at one end of the tape and the third at the other. One shall take the winner, another the second man, and the other the third man, they shall also note the distance between the first three as they finish. In case of disagreement the majority shall decide. Their decision as to the order in which the men finish shall be final and without appeal.

5. The time-keepers shall compare watches before the races are started, and shall note any variance; they shall each time every event, and in case of disagreement the intermediate time of the three watches shall be the official time. Time shall be taken from the flash of the pistol. In case two watches of the three mark the same time, that shall be the official time.

6. The scorer shall record the laps made by each competitor, the order of the men at the finish, and the time as given to him by the time-keepers. Scorers shall have such assistance as may be necessary.

7. It shall be the duty of the starter, when it has been reported to him by a clerk of the course that all the competitors are ready, to see that the time-keeper is warned, and before starting the men to say "Mount," in a few seconds after to say "Are you ready?" and if no reply to the contrary be given, to effect the start by report of pistol. Should the pistol miss fire, the start will be made at the word "Go." The starter may, at his discretion, put back for a distance not exceeding ten yards any competitor starting before the signal is

given. In case of a false start, the competitors shall be called back by the starter and re-started. Any competitor refusing to obey shall at once be disqualified. He shall announce to the competitors the distance which they are to run, and shall indicate the commencement of the last lap by ringing a bell as the riders pass over the mark for the final lap. In case of a fall within ten feet of the scratch line, the contestants shall be recalled and the race started over again. Time handicaps shall be started by the word "Go."

8. The clerk of the course shall call competitors in ample time for each event, and see that they are provided with numbers properly worn. He shall report the contestants to the scorers, see that they are on their appointed marks, and call their numbers for the scorers as they cross the line at the end of each lap.

9. It shall be the duty of an umpire to stand at such part of the field as the referee may direct, to watch closely the riding, and immediately after each race to report to the referee any competitor or competitors whose riding he may consider unfair, to the end that the referee, before making any decision, may be credibly informed by an official as to the facts.

10. It shall be the duty of the Executive Board to adjudicate any questionable entry, and they shall have the power to make any alteration in the programme that they may deem necessary, or to disqualify competitors without any protests being lodged by another competitor.

11. No person whatsoever shall be allowed inside the track except the officials. Authorized persons shall wear a badge. Competitors not engaged in the race actually taking place shall not be allowed inside or upon the track.

12. Any competitor making a false entry will be disqualified and debarred from any place or prize.

13. Choice or change of machine and choice of costume are not limited, except that shirt and breeches must not bare shoulder nor knee. In races distinctly stated on the programme of events to be for a particular class of machine, this rule shall not apply so far as choice or change of machine is concerned. Safety bicycle races shall be limited to machines whose driving wheel does not exceed thirty-two inches in diameter. "Ordinary" bicycles and "safety," or "tandem safety" bicycles, shall not be ridden in the same race.

14. Every competitor will receive, in the dressing-room, a ticket bearing a number corresponding with his number on the programme, which ticket must be worn by him on his back during the race. He shall inform himself of the times at which he must compete, and await the call of the clerk in the dressing-room.

15. The drawing for positions in each event shall be done by the promoters of the meeting, and the positions of the men shall appear on the programme. When it becomes necessary to draw for positions on the grounds, the work shall be done by the clerk and starter in conjunction. In heat races, the winner of the first heat shall take the pole in the next succeeding heat. When races are run in heats and a final, the winner of the fastest heat shall take the pole in the final.

16. All starts, bicycle or tricycle, shall be from a standstill, with the left hand towards the curb, and the machines are to be held in position by an attendant (the front wheel touching the starting line) until the signal is given by the starter. Attendants, when pushing off competitors, must have and keep *both* feet on the ground behind *the mark from which the competitor actually starts*. Should any part of the attendant's body touch the track in front of the mark, the competitor shall be disqualified. Any competitor shall be at liberty, with the consent of the referee, to start from a

mark behind the one allotted him in the race ; but in such case, as in all others, the point of contact of the front wheel of the machine with the ground shall be considered the starting mark, and the same rule shall apply.

17. The finish of all races shall be judged by the first part of the front wheel which touches the tape fastened flat on the ground at the winning post.

18. Riders must pass on the outside (unless the man passed be dismounted), and must be at least a clear length of the cycle in front before taking the inside. The inside man must allow room for his competitor to pass on the outside. A competitor overtaking another may pass between him and the pole if there be ample room, but does so at his risk ; and should a foul be claimed, the referee must decide if the rider was justified in his course. Riders are cautioned that they must not pass inside, except as a last resort.

19. Any competitor guilty of foul riding will be disqualified and debarred from any place or prize.

20. Any protest against a competitor respecting his qualification as an amateur must be lodged with the referee before starting ; and any protest respecting foul riding or breach of rules must be made to the referee immediately after the heat is finished. A competitor, upon being disqualified, shall forfeit any entry fee he may have paid.

21. Competitors may dismount during a race at their pleasure, and may run with their cycles if they wish to, but they must keep to the extreme outside of the path whenever dismounted. If a rider be dismounted by accident or to change his machine, an attendant may hold his machine while he mounts it, and he must so mount at the extreme outside of the path.

22. Competitors will not be permitted to fall behind one lap or more, and continue on the track with the

other competitors for the purpose of pacing. Pacing, if so attempted, shall disqualify both the competitor and the pacemaker.

23. Clause D, Sec. 6, Article III., of the League By-Laws reads as follows :

“It shall also be within the province of the Racing Board to suspend from the race track, for such a time as they may deem proportionate to the offence, any wheelman guilty of unfair dealing or ungentlemanly conduct on the race track, etc.”

The following will be considered as unfair dealing and ungentlemanly conduct, and render the offender liable to suspension :

(1). Entering a class race to which his record does not give him the right of entry.

(2). Suppression of true figures and rendering of false figures to the official handicappers.

(3). The use of obscene language on the track.

(4). Swearing at other competitors and at race officials.

24. The referee may place a time limit on any race. The time limit shall not be announced to the contestants until their arrival at the tape preparatory to the start of the race. If the competitors finish within the limit they shall receive the prizes. If they fail to so finish, and the referee is convinced by their riding and the time made that they endeavored to reach the limit, he may award the prizes. It shall be his privilege to withhold any prize if in his opinion a competitor did not try to win the race.

25. In order to secure a special prize, offered for the fastest time made at a stated distance, the successful competitor must have ridden the entire distance of the race in which he makes his record.

26. If in any race, by reason of accident or withdrawal, only one contestant remain upon the track, the referee

may call such contestant from the track and award him the first prize.

27. The officers of a race meeting, see Rule 2, shall not be permitted to compete in any race at a race meeting with which they are officially connected.

28. A novices' race is open only to those who up to date of event have never won a prize, and shall be the first race of a meet.

29. A class race is open only to those who up to date of the closing of entries have not won one of the first two positions in a public event in the same or better time than the class under consideration ; or in relative time, judged from the other distances according to the appended table. See Rule F and Rule 23.

One Mile.	Two Miles.	Three Miles.	Five Miles.
2.40	5.30	8.20	14.20
2.45	5.40	8.30	14.40
2.50	5.50	8.45	15.00
2.55	6.00	9.00	15.30
3.00	6.10	9.15	16.00
3.05	6.20	9.30	16.30
3.10	6.30	9.45	17.00
3.15	6.40	10.00	17.30
3.20	6.50	10.30	18.30
3.30	7.10	11.00	19.00

30. In a race without hands, the start shall be made as usual. Ten seconds from the time of starting the starter shall ring his bell, and this shall be the signal for the riders to take their hands off. The competitors must then ride with their arms folded, or the hands and arms otherwise kept quite off the machine. Any competitor touching any part of his machine with his hands or arms shall be disqualified.

31. In a slow race, a straightaway course not less than three nor more than five feet in width should be marked out for each competitor. Any competitor who rides outside of these lines, to be judged by the centre of the driving wheel, or who comes to a standstill, or who is

dismounted, or who fails to start at the signal, shall be disqualified.

32. In a lap race, the position of the first three men must be taken at the finish of every lap. The first man shall score three points, the second man shall score two points, the third man shall score one point, and no others shall score. The contestant who crosses the line first at the finish shall for that lap score four points. The competitor who scores the greatest number of points shall be declared the winner ; but any contestant, in order to secure a prize, must ride the entire distance and be within 150 yards of the finish when the first man crosses the tape at the end of the last lap. Any competitor failing to comply with this rule shall be disqualified.

33. In a team race the position of each rider must be taken at the finish of each lap. The first man shall count a number equal to that of the contestants at the start, the second man shall count one less, the third two less, and so on. The aggregate scores of the team members shall decide the winning team. A team shall be limited to three riders, each of whom shall have been a member of the club entering the team for at least *three months* previous to date of event. Each team member must also have resided within five miles of the city or town where the club has its headquarters for at least six months previous to the date of contest.

34. The contestants in the run-and-ride race shall be started on foot in the usual manner, and umpires shall be stationed on the track at the mounting and dismounting stations, who shall take account of the fairness of mounting and dismounting. Mounting before reaching, or dismounting after passing the station, shall be sufficient cause for disqualification. The alternating distance shall be one-quarter of the distance of the entire race.

35. In a heat race, where the contestant must win two in three, or three in five, the position of each rider must be taken at the finish of each heat. The first man shall count a number equal to that of the contestants in the first heat, the second man shall count one less, the third two less, and so on. The competitor who scores the greatest number of points shall be declared the winner.

36. Entries in a consolation race shall be limited to those who won no prize in any event of the meeting; provided, however, if only a single prize is given in the team race, members of the winning team shall not be considered to have won a prize, and shall be eligible to the consolation race.

37. Any club, or race promoters, desiring to place upon their lists of events a race of different nomenclature than those given above, must first explain the nature of the event to the Racing Board member in charge of the district in which races are to be held, and obtain his consent. The consent having been obtained, they shall print upon the entry blank and the programme of the day a rule to define the race, that the officials and contestants may clearly understand the conditions of the contest.

38. Ignorance of any of the foregoing rules will not be considered a valid excuse for violation.

ROWING RULES

OF THE

National Association of Amateur Oarsmen.

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Re-approved May 13, 1890.

LAWS OF BOAT RACING.

STARTING.

1. All boat races shall be started in the following manner : The starter, on being satisfied that the competitors are ready, shall give the signal to start.

2. If the starter considers the start false, he shall at once recall the boats to their stations, and any boat refusing to start again shall be disqualified.

3. Any boat not at its post at the time specified shall be liable to be disqualified by the umpire.

4. The umpire may act as starter if he thinks fit ; where he does not so act, the starter shall be subject to the control of the umpire.

5. Boats shall be started by their sterns, and shall have completed their course when the bows reach the finish.

WATER.

6. A boat's own water is its straight course, parallel with those of the other competing boats, from the station assigned to it at the start to the finish.

7. Each boat shall keep its own water throughout the

race, and any boat departing from its own water will do so at its peril.

8. The umpire shall be sole judge of a boat's own water and proper course during the race.

FOULS.

9. It shall be considered a foul when, after the race has commenced, any competitor, by his oar, boat, or person, comes in contact with the oar, boat, or person of another competitor; unless, in the opinion of the umpire, such contact is so slight as not to influence the race.

10. No fouling whatever shall be allowed; the boat committing a foul shall be disqualified.

11. The umpire may, during a race, caution any competitor when in danger of committing a foul.

12. The umpire shall decide all questions as to a foul.

13. A claim of foul must be made to the umpire by the competitor himself, and, if possible, before getting out of his boat.

14. In case of a foul, the umpire shall have the power—(a) To place the boats (except the boat committing the foul, which is disqualified) in the order in which they come in. (b) To order the boats engaged in the race, other than the boat committing the foul, to row over again on the same or another day. (c) To restart the qualified boats from the place where the foul was committed.

ACCIDENTS.

15. Every boat shall abide by its accidents, except when, during a race, a boat while on its own water shall be interfered with by an outside boat, the umpire may order the race to be rowed over, if, in his opinion, such interference materially affected its chances of winning the race.

ASSISTANCE.

16. No boat shall be allowed to accompany a competitor for the purpose of directing his course or affording him other assistance. The boat receiving such direction or assistance shall be disqualified, at the discretion of the umpire.

UMPIRE.

17. The jurisdiction of the umpire extends over the race and all matters connected with it, from the time the race is specified to start until its final termination, and his decision in all cases shall be final and without appeal.

18. The judge at the finish shall report to the umpire the order in which the competing boats cross the line, but the decision of the race shall rest with, and be declared by, the umpire.

19. Any competitor refusing to abide by the decision, or to follow the directions of the umpire, shall be disqualified.

20. The umpire, if he thinks proper, may reserve his decision, provided that in every case such decision be given on the day of the race.

21. Contestants rowing a dead heat shall compete again after such interval as may be appointed, and the contestant refusing to so row shall be adjudged to have lost the race.

TURNING RACES.

22. In turning races, each competitor shall have a separate turning stake, and shall turn from port to starboard. Any competitor may turn any stake other than his own, but does so at his peril.

REGATTA RULES.

RULE 1. This Regatta shall be open to all amateur clubs which have been duly organized three months prior to the holding of the Regatta. Entries of individuals will not be received.

2. No Club shall be allowed to enter any person who has not been a member thereof for at least three months preceding the Regatta, or who has been entered in any race from any other Club during that time: nor shall any entry be received from a Club which shall include in its list of members any professional oarsman or athlete.

3. The Regatta Committee shall appoint as Secretary any person it may deem proper.

Any Club intending to compete for any of the prizes must give due notice to the Secretary of the Regatta Committee on or before the day appointed for closing the entries. Entries shall close two weeks before the date of the Regatta.

4. There shall be sent to the Secretary of the Regatta Committee in all cases of entries for eights, a list of not more than twelve names; for fours, not more than six names; for pair oars and double sculls, not more than four names; and for single sculls, not more than one name, and from these the actual crews shall be selected.

The name of the Captain or Secretary of each Club entering for any race shall be sent at the time of entrance to the Secretary of the Regatta Committee.

A copy of the entrance list shall be forwarded by the Secretary to the Captain or Secretary of each Club so entered.

5. No assumed names shall be given to the Secretary.

6. No one shall be allowed to be entered twice for the same race.

7. The Secretary shall not be permitted to declare

any entry, nor to report the state of the entrance list, until such list shall be closed.

8. Objections to any entry shall be made in writing to the Secretary of the Regatta Committee within seven days from the declaration of the entries, when the said Committee shall investigate the grounds of objection. if any, and decide thereon forthwith.

9. The races at each Regatta shall consist of—

Single-scutt shells, senior. Four-oared shells, senior.

Single-scutt shells, junior. Four-oared shells, junior.

Pair-oared shells. Eight-oared shells.

Double-scutt shells.

Entrance money for each boat shall be paid to the Secretary at the time of entering, as follows :

Eight-oars, \$20 ; four-oars, \$15 ; pair-oars, \$10 ; double-scutt, \$10 ; single-scutt, \$5.

10. All races shall be one mile and a half straight away.

11. A meeting of the Regatta Committee shall be held immediately preceding the Regatta, at which the Representative of each crew or club entered shall deliver to the Secretary of the Regatta Committee a list containing the names of the actual crew appointed to contend in the ensuing races, to which list the names of two other members may be added, either of whom may be substituted for any one of the crew in the event of illness or accident, subject to Rule 12.

12. No member of a Club shall be allowed to be substituted for another who has already rowed in a heat ; nor shall any member of a Club be allowed to row with more than one crew for the same prize.

13. In the event of a dead heat taking place the same crews shall contend again, after such interval as the Regatta Committee may appoint ; any crew refusing shall be adjudged to have lost the heat.

14. In each class two or more entries shall be required to insure a race, and should withdrawals, after the en-

tries are closed, reduce the number to one boat, the crew thereof must row over the course to be entitled to the prize.

15. Heats and stations shall be drawn for by the Regatta Committee in the presence of such competitors, or their representatives, as may attend, after due notice has been given of a meeting of the Committee for that purpose.

16. The Regatta Committee shall chose an umpire and a judge at the finish.

17. The laws of boat-racing adopted by this Association shall be observed at this Regatta, and its definition of an amateur oarsman shall govern the qualifications of each competitor.

18. Entries for junior races shall be governed by the following definitions of juniors, adopted at the meeting of the Executive Committee held April 26, 1884 :

A junior sculler is one who has never pulled in a senior nor won a junior scull race.

A junior oarsman is one who has not pulled an oar in a senior race or been a winning oarsman in a junior race.

Competitions with members of his own Club will not affect the standing as a junior of any oarsman or sculler.

The qualifications of a junior oarsman or sculler shall relate to each time of his coming to the starting post, whether in a trial or a final heat.

19. The prizes shall be delivered, at the conclusion of the Regatta, to their respective winners, who, in case of a challenge prize, shall furnish such bonds for the same as may be required by the Trustees.

20. Any participant in the race shall have the right at any time previous to the awarding of the prizes to object to any Club or person participating in, or being declared the winner of, any race where it may appear to the person making the objection that such club or per-

son has not entered such contest with the intention of participating therein in an honest manner, and making all reasonable efforts to be successful. The evidence shall be presented to the Regatta Committee, who, after hearing the accused, shall, by a majority vote, decide the objection. They shall have power to order the race rowed over, or to confer the prize on whomsoever in their judgment is entitled to it.

21. All questions of eligibility, qualification or interpretation of the rules, shall be referred to the Committee, and its decisions shall be final.

22. The Committee shall have power to reject any entry.

23. Only the winners of trial heats shall compete in the final heat ; except when in any trial heat of a Regatta a foul occurs, under such conditions and with such results that the laws of boat-racing, the exigencies of time and the circumstances of the Regatta do not afford full justice to any contestant, the umpire may permit such aggrieved competitor to start in a subsequent or in the final heat, as in the judgment of the Regatta Committee is most convenient.

BOWLING RULES

OF THE

Amateur Bowling Association.

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Re-approved May 13, 1890.

RULES.

1. The game adopted to be played by Clubs belonging to this Association shall be what is known as the American Ten Frame Game.

2. In the playing of match games there shall be a line drawn upon the alleys sixty feet from the head or front pin.

3. In the playing of match games any wooden ball may be used that does not exceed twenty-seven inches in circumference, including Wood's patent bush ball.

4. The game shall consist of ten frames on each side, when, should the number of points be equal, the play shall be continued until a majority of points upon an equal number of frames shall be attained, which shall conclude the game. All strikes and spares made in the tenth frame shall be completed before leaving the alley and on same alley as made.

5. In playing all match games ten players from each Club shall constitute a full team, and they must have been regular members of the Club which they represent

for thirty days immediately prior to the match, and they shall not play in a team representing any other Club in this Association during the season.

6. Players must play in regular rotation, and after the first inning no changes can be made, except with the consent of the captains.

7. In match games two alleys only are to be used ; a player to roll but one frame at a time, and to change alleys every frame.

8. The umpire shall take great care that the regulations respecting the balls, alleys, and all rules of the game are strictly observed. He shall be the judge of fair and unfair play, and shall determine all disputes and differences which may occur during the game. He shall take special care to declare all foul balls immediately upon their occurrence, unasked, in a distinct and audible voice. He shall, in every instance, before leaving the alley, declare the winning Club, and sign his name in the score book.

9. In all matches the umpire shall be selected by the captains of the respective teams, and he shall perform all the duties in Rule 8, except recording the game, which shall be done by two scorers, one of whom shall be appointed by each of the contending Clubs.

10. No person engaged in a match game, either as umpire, scorer or player, shall be directly or indirectly interested in any bet upon the game. Neither umpire, scorer or player shall be changed during the match, unless with the consent of both captains, except for reasons of illness or injury, or for a violation of these rules, and then the umpire may dismiss any such transgressors.

11. No persons except the captains shall be permitted to approach or speak with the umpire, scorers or players during the progress of the game, unless by special request of the umpire.

12. No person shall be permitted to act as umpire, scorer or judge on setting up pins in any match, unless he be a member of a Club governed by these rules.

13. All games shall be called at eight o'clock P. M., and should either Club fail to produce its players within thirty minutes thereafter, the Club so failing shall admit a defeat, and the game shall be considered as won, and as such counted in the list of matches played, unless the delinquent Club fail to play on account of the recent death of one of its members, and sufficient time has not elapsed to enable them to give their opponents due notice before arriving at the place appointed for the match.

14. A player must not step on or over the line in delivering the ball, nor after it has been delivered, until it leaves the alley. Any ball so delivered shall be deemed "foul," and the pins (if any made on such ball) shall be placed in the same positions as they were before the ball was rolled. It is also considered a foul ball if any part of the person should touch any part of the alley beyond the line before the ball leaves the alley. All foul balls shall count as balls rolled.

15. Should any ball delivered leave the alley before reaching the pins, or any ball rebound from the back cushion, the pins, if any, made on such balls shall not count, but must be respotted. All such balls count as balls rolled.

16. In all match games, two persons to act as Judges shall be chosen, one by each captain, who shall take their positions at the head of the alleys and see that the pins are properly set up, and that no one interferes with them in any way until the player is through rolling. They will immediately report to the captains any irregularities that they may notice during the progress of the game.

17. Any Club that shall be detected in tampering with

the persons setting up the pins, or by any unfair means seeking to win a victory, shall, on proof of such conduct, be expelled from the Association.

18. Each Club shall bowl two games with every other Club, one game on each other's alley.

19. The Club winning the greatest number of games shall receive first prize, and the Club winning the next greatest number of games the second prize; the value and nature of such prizes shall be determined by the Association in meeting.

20. Postponed games shall be bowled at a time to be agreed upon by the captains of the contending Clubs, but the same must be bowled within two weeks after the closing game of the schedule.

21. No person who has been expelled from any Club, or who shall at any time receive compensation for his services as a player, shall be competent to play in any match; any Club giving compensation to a player, or having to its knowledge such a player in its team, shall be debarred from membership in this Association, and they shall not be considered by any Club belonging to this Association as a proper Club to engage in a match game, and such Club so playing with them shall forfeit its membership.

22. Any match game played by any Club in contravention of the rules adopted by this Association shall be considered null and void, and shall not be counted in the list of match games won or lost.

23. Any Club refusing to play any other Club in the Association, according to these rules, shall forfeit all claims to the championship, and all games played with such Clubs shall be considered null and void, and shall not count in the list of games won or lost.

24. A regulation pin must be used in match playing. Each pin to be from fifteen to sixteen inches in length,

fifteen inches in circumference at the thickest part and two inches across the bottom.

25. Should the games played for the championship result in a tie between two or more Clubs, a deciding game shall be played according to these rules on a neutral alley, the conditions governing the play to be decided by the Association in meeting.

26. In match games the dead wood must be removed from the alley after each ball. Should a pin fall on the removal of the dead wood it is to be respotted.

27. Sufficient space shall be allotted to the participants in the game, in which none but members of the teams shall be admitted.

28. No proprietor of a public alley, or an employee of any alley, shall take part in any matches of this Association.

RULES

OF THE

National Cross-Country Association.

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Re-approved May 13, 1890.

SLOW CHASES.

1. There shall be two hares, one master of the pack, and two whips, to be appointed by the Club captain, or other recognized authority.

2. The hares shall be allowed a start of from five to ten minutes, at the discretion of the captain.

3. The master, who shall act as pacemaker, shall have sole control of the pack, and, until the break is ordered, he shall, at his pleasure, appoint temporary pacemakers at any period of the chase.

4. The members of the pack must keep within hailing distance of the master, and under ordinary circumstances must always keep behind the master until the break for home is ordered.

5. Only one break shall be ordered by the master, and then only for home; such break shall never be more than a mile.

6. It shall be the duty of the whips to keep the pack together, and to collect and assist all stragglers.

FAST CHASES.

7. In fast chases there shall be two hares, who shall be allowed a start of from five to fifteen minutes, to be

fixed by the captain after considering the relative ability of both pack and hares.

8. The scent shall be laid from the start, and each hound may run at his own pace.

9. It shall be in the discretion of the captain, or other officer acting in his stead, to order a break for home, or to allow the pack to race from start to finish.

GENERAL.

10. Club runs shall be runs for which no scent is laid, but in all other conditions must conform to those of a slow chase.

11. In all chases the hares shall lay a fair and continuous trail throughout, and shall not be allowed to double on their trail; they shall be allowed to cross fordable streams only, and must surmount all obstacles over which they lay the trail.

12. In all chases the hares must keep within hailing distance of each other.

13. Under no circumstances must the pack follow the line of sight when the hares are seen, but must always follow the trail.

14. In all chases the break for home shall be indicated by a scattered bunch of paper different in color from that used on the trail.

15. Touching one of the hares by any member of the pack shall constitute a catch.

16. If the hares do not finish together, the time of the last hare in shall be considered the time of their arrival.

17. A slow pack may be started at the discretion of the captain in all runs and chases (except for prizes) under the control of a master and two whips. A start of one minute for each mile estimated to be covered shall be allowed by the fast pack.

COMPETITIONS.

18. In all runs or chases where there is a race, handi-

cap or otherwise, from the break to a specified finish, the pack must be lined up by the master and started by him.

19. In all runs or chases, where order of finish counts for points or prizes, it shall be the duty of the master to report any disobedience on the part of any member of the pack to the proper authority of the Club under whose auspices the chase is being conducted, and it shall be in the discretion of such authority to disqualify the delinquent or nullify the points gained.

20. In all open competitions or races from start to finish the man arriving first at any obstacles shall have the right of way; any other contestant pushing or interfering with him shall be guilty of a foul and liable to disqualification by the referee.

21. The referee shall also have power to disqualify any person proved to have deviated from the trail in any competition, or any one who has been aided by any horse or vehicle on the route.

22. All handicaps shall be by time allowance at the commencement of the race, with the exception of yacht handicaps in which all contestants start together, their time allowance being taken into account at the finish.

OFFICIALS.

The Cross-Country Championships of this Association shall be under the direction of

One Referee.

Three Judges at finish, or more.

Six Distance Judges, or more.

Three Time-keepers, or more.

Three Scorers, or more.

One Starter.

One Clerk of the Course and Assistants.

One Marshal and Assistants.

One Official Reporter and such other officials as the Executive Committee see fit to appoint.

LACROSSE RULES

OF THE

National Lacrosse Association.

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Re-approved May 13, 1890.

LAWS OF LACROSSE.

RULE I.

THE CROSSE.

SECTION 1. The crosse may be of any length to suit the player; woven with catgut, which must not be bagged. ("Catgut" is intended to mean raw-hide, gut or clock-strings; not cord or soft leather.) The netting must be flat when the ball is not on it. In its widest part the crosse shall not exceed one foot. A string must be brought through a hole at the side of the tip of the turn, to prevent the point of the stick catching an opponent's crosse. A leading string, resting upon the top of the crosse, may be used, but must not be fastened, so as to form a pocket, lower down the stick than the end of the length strings. The length strings must be woven to within two inches of their termination, so that the ball cannot catch in the meshes. No metal of any kind or in any shape shall be used upon the crosse. Splices must be made either with string or gut.

RULE II.

THE BALL.

SECTION 1. The ball shall be of India rubber sponge, and shall be size No. 40, manufactured by the New York Rubber Company. Before every match the challenged Club shall furnish four new balls to the referee. As often as the referee declares the ball in play to be lost, a spare ball shall be placed in play, and the challenged Club shall furnish another ball to the referee, so that he shall always have a spare ball in his possession.

RULE III.

THE GOALS.

SECTION 1. The goal shall consist of two flag poles, 6 feet in length above the ground, including any top ornament, and 6 feet apart. The goals shall be not more than 125 yards apart, and not less than 100 yards, and in positions agreed upon by the captains of the teams. In matches they must be furnished by the challenged party.

RULE IV.

THE GOAL CREASE.

SECTION 1. The goal crease shall be in the form of a square, whose sides shall be 12 feet. The goal posts shall be on a line drawn across the square, 6 feet from either end, each post being 3 feet from the respective sides. No attacking player shall be allowed within this crease. When the ball has passed the goal posts, players may cross over the crease, however, but in no case shall they remain in the crease.

RULE V.

THE TEAMS.

SECTION 1. Twelve players shall constitute a full team. They shall be regular members in good standing of the team they represent, and of no other, for at least thirty days before becoming eligible to play in a

match for their Club. No player shall be allowed to change Clubs during the season.

SEC. 2. No player who has not been an actual resident for at least sixty days of the place to which his Club belongs shall be eligible to play on team of said Club.

SEC. 3. Each Club shall furnish to the secretary of the Association, on or before May 15 of each year, a list of its regular players, and shall also notify the secretary of the admission of any new player, with the date of such admission. No person shall be allowed to participate in any match unless his name is in the secretary's possession as eligible to play. Every challenge shall be accompanied with a list of the members of the challenging Club from which the team is to be selected, and upon receipt of the challenge, the challenged Club shall send a similar list, from which its team is to be selected, to the challenging Club.

SEC. 4. The players on each side shall be designated as follows: "Goal-keeper," who defends the goal; "Point," first man out from goal; "Cover-point," in front of Point; "First, Second and Third Defense Field;" "Centre," who faces; "First, Second and Third Attack Field;" and the two players nearest opponents' goal shall be called "Outside Home" and "Inside Home."

SEC. 5. Should one team be deficient in the number of players at the time fixed for starting a match, their opponents may either limit their own number, to equalize the sides, or compel the other team to play short-handed. When the deficiency, however, exceeds three players, the opposite side may either play nine men against their opponents' lesser number, or refuse to play at all, and claim the match as if by default.

SEC. 6. Should any player be injured during a match, and be compelled to leave the field, the opposite side

shall drop a man to equalize the teams. In the event of any dispute between the field captains as to the injured player's fitness to continue the game, the matter shall at once be decided by the referee.

SEC. 7. No change of players must be made after a match has commenced, except for reasons of accident or injury during the game. In the event of a match being postponed and resumed where left off, there shall be no change of players on either team.

SEC. 8. No Indian or professional shall play in the team of any Club belonging to this Association, unless under circumstances provided for in Rule XII., Section 4.

RULE VI.

CAPTAINS.

SECTION 1. Captains to superintend the play shall be appointed by each side previous to the commencement of a match. They shall be members of the Club by whom they are appointed, and no other. They may or may not be players in the match.

SEC. 2. Captains who are non-players shall not carry a crosse, nor shall they be dressed in Lacrosse uniform, nor shall they in any manner obstruct the play or interfere with an opponent during a match, under the penalty hereinafter described for foul play.

SEC. 3. They shall be the representatives of their respective teams in all disputes, in which they may each be assisted by one player, whom they may select.

SEC. 4. They shall select umpires and referees as laid down in these rules, toss for choice of goals, and the said captains shall be entitled to call "foul" during a match. They shall report any infringement of the laws during a match to the referee.

SEC. 5. Before the commencement of a match each captain shall furnish the referee with a full and correct list of his twelve, and a declaration stating that they are all *bona fide* members in good standing of the Club

they represent, and of no other, as provided for in Rule V., Section 1.

SEC. 6. The captains shall arrange, previous to a match, whether it is to be played out in one day, postponed at a stated hour in the event of rain, darkness, etc., or to be considered a draw under certain circumstances, and, if postponed, if it is to be resumed where left off.

RULE VII.

REFEREE.

SECTION 1. The Council shall appoint, before the 15th day of each May, one resident referee and one alternate in each of the cities represented in this Association, who shall serve in all matches played in their respective cities during the ensuing season. It shall be the duty of the secretary of the Association to notify the referees of their appointment. Should both the resident and the alternate referee notify the secretary of this Association of their inability to serve for any match, the secretary shall appoint one of the referees from the nearest adjoining city. If at the time of the match no referee or alternate be present, the field captains shall mutually agree upon a referee.

SEC. 2. Should a referee be chosen whose residence is not in the place where the match is to be played, each Club shall bear half his traveling expenses.

SEC. 3. Before the match begins the referee shall see that properly qualified umpires are selected as provided for in Rule VIII. All disputed points and matters of appeal that may arise during his continuance in office shall be left to his decision, which, in all cases, must be final, without appeal.

SEC. 4. Before the match begins he shall draw the players up in lines, and see that the regulations respecting the ball, crosses, spiked soles, etc., are complied with. He shall also see that the regulations respecting

the goals are adhered to. He shall ascertain before the commencement of a match the number of games to be played, time for stopping, and any other arrangements that may have been made by the captains. He shall have the power to suspend at any time during the match any player infringing these laws—the game to go on during such suspension.

SEC. 5. When “foul” has been called, the referee shall immediately cry “time” (unless satisfied that a foul has not been committed), after which the ball must not be touched by either party, nor must the players move from the positions in which they happen to be at the moment, until the referee has called “play.” If a player should be in possession of the ball when “time” is called, he must drop it on the ground. If the ball enters goal after “time” has been called it shall not count.

SEC. 6. His term of office shall begin at the time for which the match is called, and shall continue for one hour after the end of the match. After that time he shall not have power to act as referee in giving a decision or in any other manner. At the commencement of each game, and after “fouls” and “balls out of bounds,” he shall see that the ball is properly faced, and, when both sides are ready, shall call “play.” He shall not express an opinion until he has taken the evidence on both sides. After taking the evidence, his decision in all cases must be final. Any side rejecting his decision, by refusing to continue the match, shall be declared losers.

RULE VIII.

UMPIRES.

SECTION 1. There shall be one umpire at each goal. They shall be disinterested parties, and shall have no pecuniary interest, direct or indirect, in the result of the game. They shall not be members of either Club en-

gaged in the match, unless by mutual consent of captains, nor shall they be changed during the progress of the match without the consent of both captains, unless as provided in Section 4, Rule VII.

SEC. 2. Their jurisdiction shall last during the match for which they were appointed. They shall not change goals during a match. No person shall be allowed to speak to an umpire, or in any way distract his attention, when the ball is near or nearing his goal. They shall stand behind the flags when the ball is near or nearing their goal. In the event of game being claimed, the umpire at that goal shall at once decide whether or not the ball has fairly passed through the flags, his decision simply being "game" or "no game," without comment of any kind. He shall not be allowed to express an opinion, and his decision shall in all cases be final, without appeal.

SEC. 3. In the event of the field captains failing to agree upon the umpires, after three nominations (in accordance with this rule) have been made by each party, it shall be the duty of the referee to appoint one or more umpires as may be required, who shall not be one of the persons objected to, who must be fairly qualified as required by this rule.

SEC. 4. If, after the commencement of a match, it becomes apparent that either umpire, on account of partisanship, or any other cause, is guilty of giving unjust decisions, the side offended against may enter a protest with the referee against said umpire's conduct, and ask for his immediate removal. After hearing the evidence from both sides, the referee shall decide whether he shall be dismissed or continued in office. If dismissed, the referee shall at once appoint another umpire to act in his stead. Any decision, however, which he may have given previous to his dismissal shall hold good.

RULE IX.

THE GAME.

SECTION 1. The referee shall start the game by facing the ball in the centre of the field between a player from each side. The facing at the beginning of a game, and whenever, for any reason, the ball is taken to centre-field during the progress of a game, is to be done in a square, whose sides shall be 12 feet, and no other players than the two facing shall be allowed within said square until the ball has passed out of the square. The ball shall be laid upon the ground between the sticks of the players facing, and when both sides are ready the referee shall call "play." The players facing shall have their left side toward the goal they are attacking, and shall not be allowed to use a left-handed crosse.

SEC. 2. A match shall be decided by the winning of the most goals in an hour and a half's actual play, with a rest of ten minutes at half time. Games must in all cases be won by putting the ball through from the front side.

SEC. 3. On the day selected, if only one Club puts in an appearance, it shall be entitled to claim a victory by default. If its opponents refuse to fulfil their engagement, or do not appear upon the ground at the specified time, the Club complying with the terms agreed upon shall be declared the winner of the match.

SEC. 4. After each game players must change goals.

SEC. 5. Should the ball be accidentally put through a goal by one of the players defending it, it is game for the side attacking that goal. Should it be put through the goal by any one not actually a player, it shall not count. A ball thrown through the goal by the hand or kicked through when a player is out of play, shall not count a game.

SEC. 6. In the event of a flag pole being knocked down during a match, and the ball put through what

would be the goal if the flag pole were standing, it shall count game for the attacking side.

SEC. 7. When a game is claimed and disallowed, the referee shall order the ball to be faced for, where it is picked up ; but in no case must it be closer to the goals than ten yards in any direction.

SEC. 8. The goal-keeper, while defending goal within the goal-crease, may pat away with his hand, or block the ball in any manner with his crosse or body.

SEC. 9. Should the ball lodge in any place inaccessible to the crosse, it may be taken out with the hand, and the player picking it up must "face" with his nearest opponent.

SEC. 10. Should the ball catch in the netting, the crosse must be struck on the ground to dislodge it.

SEC. 11. Balls thrown out of bounds must be "faced" for at the nearest spot within the bounds, and all the players shall remain in their places until the ball is "faced." The referee shall see that this is properly done, and when both sides are ready shall call "play." The "bounds" must be distinctly settled by the captains before the commencement of the match.

SEC. 12. Players may change their crosse during a match.

SEC. 13. If a player should be in possession of the ball when "time" is called, he must drop it on the ground. If the ball enters the goal after "time" has been called, it shall not count.

SEC. 14. In the settlement of any dispute, whether by the umpires or referee, it must be distinctly understood that the captains, with one player each to be selected by them, have the right to speak on behalf of their respective clubs; and any proposition or facts that any player may wish brought before the referee must come through the captains or the players selected by them.

SEC. 15. In case neither side scores a goal within the time limit, the match shall continue until one goal is made.

RULE X.

F O U L P L A Y .

SEC. 1. No player shall grasp his opponent's crosse with his hands, hold it with his arms or between his legs, nor shall any player more than six feet from the ball hold his opponent's crosse with his crosse, run in front of him, or interfere in any way to keep him from the ball until another player reaches it.

SEC. 2. No player with his crosse or otherwise shall hold another, push with his hand, or wrestle with the legs so as to throw an opponent.

SEC. 3. No player shall hold the ball in his crosse, with his hand or person, or lie or sit upon it.

SEC. 4. No player shall move from his position when "time" is called until the ball is again "faced." Persistent infringement of this rule shall subject the offenders to be ruled off for the remainder of the game by the referee.

SEC. 5. No player shall throw his crosse at a player or at the ball, under any circumstances; and such action will be considered a "foul." Should a player lose his crosse during a game, he shall consider himself "*out of play*," and shall not be allowed to touch the ball in any way until he again recovers it. Kicking the ball is absolutely prohibited to players without a crosse.

SEC. 6. The ball must not be touched with the hand, save in cases of Rules IX and XIII.

SEC. 7. It shall be a foul to check the goal-keeper from behind the goal.

SEC. 8. No player shall wear spiked soles or boots, and any player attempting to evade this law shall be ruled out of the match.

SEC. 9. Any player deliberately striking or tripping another, or raising his hand to strike, shall be immediately ruled out of the match. No player shall deliberately kneel, lie down or drop in front of an opponent, when both are in pursuit of the ball.

SEC. 10. No player shall charge into another after he has thrown the ball.

SEC. 11. The crosse or square check, which consists of one player charging into another with both hands on the crosse so as to make the crosse strike the body of his opponent, is strictly forbidden.

SEC. 12. No player shall interfere in any way with another who is in pursuit of an opponent in possession of the ball or in pursuit of the ball.

SEC. 13. "Shouldering" is allowed only when the players are within six feet of the ball, and then from the side only. No player must, under any circumstances, run into or shoulder an opponent from behind. The body-check is hereby defined as simply interposing or placing the body of the checker in the way of the player in possession of the ball. Any other use of it is strictly forbidden.

SEC. 14. No player shall enter the goal-crease, save when the ball has passed behind the goal posts, when he may cross the crease. Should a player enter the goal-crease, the ball is to be given to the goal-keeper, who shall have a free throw, standing within the crease. The umpire shall decide when this rule has been violated.

SEC. 15. The referee shall be the judge of fouls and shall call time to decide them.

SEC. 16. When a foul is allowed by the referee, the player fouled shall have the option of a free "run" or "throw" from the place where the foul occurred. For that purpose all players within ten feet of said player shall move away to that distance, all others retaining

their positions. But if a foul is allowed within twenty yards of the goal, the man fouled shall move away that distance from goal before taking the run or throw allowed him.

SEC. 17. If a foul is claimed and time called, and the foul then not allowed, the player accused of fouling shall be granted a free "run" or "throw," under the conditions above mentioned (Sec. 16).

RULE XI.

SETTLEMENT AND PENALTY FOR "FOULS."

SECTION 1. Any player considering himself purposely injured during the play shall report to the referee, who shall warn the player complained of.

SEC. 2. Except in cases already provided for, the penalty for fouling shall be discretionary with the referee. For *ordinary* "fouls," which in no way affect the result of the game, he shall caution the offender for the first offense; if repeated, the referee must suspend him for the rest of the game (not match) in which such "foul" takes place, without stopping the play. Secs. 1, 2, 3, 4, 5, 6 and 7 of Rule X shall be considered ordinary "fouls," and under this clause.

SEC. 3. For *deliberate* fouls, which occasion injury to opponents, or affect the result of the game—for the first offense, the referee must suspend the player for the game (not match) in which such foul takes place. For the second offense, the referee must remove the offending player and compel his side to finish the match short-handed. Secs. 10, 11, 12 and 13 shall be considered as deliberate fouls under this clause.

RULE XII.

MISCELLANEOUS.

SECTION 1. Any player using profane or ungentlemanly language during a match, shall be warned by the

referee for the first offense, and for the second offense shall be compelled to leave the field, and his team play short-handed. The referee *must* enforce this rule.

SEC. 2. A player charged with professionalism cannot be barred from playing until the charge made against him has been fully investigated and proved.

SEC. 3. Clubs, however, illegally using a professional (in any other way than that provided for in Rule XII, Sec. 4), will forfeit all matches won by teams on which such professional played.

SEC. 4. Clubs may play a professional in exhibition games, but not in championship matches.

SEC. 5. Any amendment or alteration proposed to be made in any of the rules adopted by this Association, shall be made only at the annual convention of the Association and by a three-fourths vote of the delegates present.

RULE XIII.

CHALLENGES FOR THE CHAMPIONSHIP.

SECTION 1. All challenges must be sent by post, registered, addressed to the secretary of the Association, who shall at once send them, by registered post, to the secretary of the champion club intended to be challenged, in the order of their receipt.

SEC. 2. The champion club receiving a challenge from another club shall, within one week after its receipt, give the challenging club one week's notice of the time and place at which they are prepared to play, by registered letter. Club holding "Championship Cup" shall have the choice of grounds for all "Championship" matches. The place named shall be either of their places of residence, or some intermediate place; and the time mentioned shall be within three weeks from the reception of the challenge.

SEC. 3. If at the time of the reception of a challenge,

a club has on hand any other regular challenge undisposed of, the time for its acceptance shall be extended within a period not exceeding two weeks, and if it should have more than one regular challenge undisposed of, then within a period of not exceeding an additional two weeks for every such challenge. Challenges shall not lapse with the end of the season, but shall continue in force until played off. Challenges so carried over shall date from 15th of May of the new season into which they have been carried.

SEC. 4. A club must accept challenges in the order that they are received, but shall decline all challenges received earlier than May 15th, or later than October 15th. The season shall be from May 15th to October 15th, inclusive.

SEC. 5. The club holding the "Championship" shall not be required to play matches for it before May 15th, nor later than October 15th, nor oftener than once in two (2) weeks; they shall not be obliged to play any club more than once in six weeks. The champion club shall be obliged to play off its first holdover challenge within two weeks from May 15th; all subsequent challenges to date from the date of their first match.

SEC. 6. In the event of the holders losing the "Championship," their secretary shall, within one week, furnish to the secretary of the winning club, copies, certified by their president, of all challenges for the "Championship" at the time undisposed of.

SEC. 7. The club winning the "Championship" shall take up these undisposed challenges and treat them as their own, in accordance with and subject to Rule XIII, Sec. 2.

SEC. 8. Should the challenging club belong to another city or part of the United States, two-thirds of the net proceeds received from such match shall go toward

defraying traveling and hotel expenses only of the visiting team and its captain.

SEC. 9. Should two-thirds the net proceeds amount to more than the actual expenses of the visiting team, they shall receive their expenses only—the balance belonging to the champion club.

SEC. 10. A statement signed by the president and secretary of the champion club, given to the competing club, shall be evidence of the amount of net proceeds taken at such match.

SEC. 11. In matches where the challenging club belongs to the same city or place in the United States as the champion club, the latter shall not be required to hand over to challengers any portion of net proceeds of such match.

SEC. 12. The club holding cup shall be obliged to give security satisfactory to the president and secretary-treasurer of the association, for the sum of \$500, as a guarantee that they will surrender cup to winning club as required by these rules.

SEC. 13. Upon cup being surrendered to winning club, the president or secretary-treasurer of Association shall cancel or return security given by losing club.

RACQUET RULES

OF THE

New York Racquet Court Club.

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Re-Approved May 13, 1890.

1. The game to be fifteen up. At 13 all, the out-players may set to 5; and at 14 all, to 3; provided this be done before another ball is served.

2. On commencing the game, in a double match, whether odds be given or not, the side going in first to serve shall have but one hand; but in a single match the party receiving odds shall be entitled to them from the beginning.

3. The ball shall be served alternately right and left, beginning on whichever side the server chooses.

4. The server must stand with at least one foot in the "service box," and serve the ball over the line on the front wall and within the proper service-court; otherwise it is a *fault*. Serving two faults, missing the ball, or the ball served striking anywhere before it reaches the front wall, is a out-hand.

5. All balls served or played into the galleries, hitting a beam, iron rod, the telltale, or any wood or netting, or above the cemented lines of the courts, although they may return to the floor, count *against* the striker.

6. A ball, to be fair, must be struck before or on the first bound, and must not touch the floor, the galleries, the telltale, or any wood or netting, or above the ce-

mented lines of the courts, before or after reaching the front wall.

7. Until a ball has been touched or bounded twice it may be struck at any number of times.

8. Only the player to whom a ball is served may return it.

9. A ball touching the striker or his partner before the second bound loses a hand or an ace.

10. If a fair ball hits the striker's adversary above or on the knee, it is a *let*, and shall be played over; if below the knee, it counts against the striker.

11. The out-players may once only in each game exchange courts to return service.

12. Every player should try to keep out of his adversary's way. When a *hinder* is claimed it shall be decided by the marker.

13. The marker's decision, on all questions referred to him, shall be final. If he is in doubt he should ask advice; and if he cannot decide positively, the ace is to be played over.

BOXING RULES.

OF THE

Athletic Club of the Schuylkill Navy.

*Adopted by the Board of Managers of the Amateur
Athletic Union June 2, 1888. Revised
May 13, 1890.*

1. In all open competitions the ring shall not be less than 16 feet or more than 24 feet square, and shall be formed of 8 stakes and ropes, the latter extending in double lines, the uppermost line four feet from the floor and the lower line two feet from the floor.

2. Competitors to Box in regulation athletic costume, in shoes without spikes, or in socks, and to use boxing gloves of not more than 8 ounces in weight.

3 Weights to be: Bantam, 105 lbs. and under; Feather, 115 lbs. and under; Light, 135 lbs. and under; Middle, 158 lbs. and under; Heavy Weight, 158 lbs. and over.

4. In all open competitions the result shall be decided by two judges with a referee. A time-keeper shall be appointed.

5. In all competitions the number of rounds to be contested shall be three. The duration of rounds in the trial bout shall be limited to three minutes each. In the "finals," the first two rounds will be three minutes each, and the final round four minutes. The interval between each round shall be one minute.

6. In all competitions, any competitor failing to come up when time is called shall lose the bout.

7. Immediately before the competition each competitor shall draw his number and compete as follows: To have a preliminary round of as many contests as the total number of contestants exceeds 2, 4, 8, 16 or 32, and drop the losers. This leaves in 2, 4, 8, 16 or 32 contestants, and the rounds then proceed regularly with no byes or uneven contests.

8. Each competitor shall be entitled to the assistance of one second only, and no advice or coaching shall be given to any competitor by his second, or by any other person during the progress of any round.

9. The manner of judging shall be as follows: The two judges and referee shall be stationed apart. At the end of each bout, each judge shall write the name of the competitor who in his opinion has won, and shall hand the same to the announcer (or master of ceremonies). In case the judges agree, the master of ceremonies shall announce the name of the winner, but in cases where the judges disagree, the master of ceremonies shall so inform the referee, who shall thereupon himself decide.

10. The referee shall have power to give his casting vote when the judges disagree to caution or disqualify a competitor for infringing rules, or to stop a round in the event of either man being knocked down, providing that the stopping of either of the first two rounds shall not disqualify any competitor from competing in the final round to decide the competition in the event of either man showing so marked a superiority over the other that a continuation of the contest would serve only to show the loser's ability to take punishment. And the referee can order a further round, limited to two minutes, in the event of the judges disagreeing.

11. The decision of the judges or referee, as the case may be, shall be final.

12. In all competitions the decision shall be given in favor of the competitor who displays the best style, and obtains the greatest number of points. The points shall be : For attack, direct clean hits with the *knuckles* of either hand, on any part of the front or sides of the head, or body above the belt; defense, guarding, slipping, ducking, counter-hitting or getting away. Where points are otherwise equal, consideration to be given the man who does most of the leading off.

13. The referee may disqualify a competitor who is boxing unfairly, by flicking or hitting with the open glove, by hitting with the inside or butt of the hand, the wrist or elbow, hitting or catching hold below the waist, or hitting when down (one knee and one hand or both knees on the floor), butting with the head or shoulder, wrestling or roughing at the ropes, using offensive and scurrilous language, or not obeying the orders of the referee.

14. In the event of any question arising not provided for in these rules, the referee to have full power to decide such question or interpretation of rule.

FENCING RULES.

(FOILS, DUELING SWORDS AND SABRE.)

*Adapted from Rules by Adolph Ruzé, a Member of the
Academy of Arms in Paris.*

*Adopted by the Board of Managers of the Amateur
Athletic Union, June 2, 1888. Revised
May 13, 1890.*

1. The competition shall be conducted by a jury of three or five expert fencers.
2. A referee shall be chosen from among the members of the jury, who shall always give the signal to begin each bout.
3. The jury shall be the judges of the competition, and the vote of the majority shall constitute their decision, which shall be final and without appeal. In case of a tie the referee shall cast the deciding vote.
4. The English language only shall be spoken by the jurors during a competition.
5. The jury must place themselves on both sides of the contestants, in order to observe the value of a touch and the general form of the contestants.
6. When any of the jury commands "Halt," contestants must take the first position and lower their weapons.
7. The contestants shall draw lots, after which No. 1 meets No. 2, No. 3 and No. 4, and so on, except that a meeting of members of the same Club shall be avoided.
8. The contestant making five touches first shall be the winner of the bout.

9. In case of an odd number of contestants, one of the defeated shall be drawn to compete with the odd one, who, if defeated, shall retire, and the contestant who defeated him shall be reinstated.

10. Any defeated contestant retires from the contest, except that those defeated by the final victor may enter into competition for second place.

11. The jury in deciding the bout can add one point to the losing contestant if they think his general form superior to that of his opponent; should the score by addition of this point be made equal, they shall fence for three more points. This method of judging is based upon the idea that the contest is intended as an exhibition of skill rather than the mere securing of points.

12. In foil fencing touches count only when made upon the body within the limits defined by a cord sewed on the fencing pocket under supervision of the committee. Any contestant, however, who shall turn his back on his adversary during a bout shall forfeit one point for each offence.

13. Whenever there is a clear intention on the part of the one touched to avoid the point, either by a movement of arm or body, his adversary shall score one point.

14. A touch is of no value when the point is twisted on to the body after the slap of the foil.

15. A touch, whether fair or foul, stops the *réposte*.

16. Double touches, or cuts occasioned by both contestants lunging at the same time, are considered bad form, and in case of a second offence one point shall be deducted from each contestant.

17. The competitor attacked must take the parry, stop thrusts, or cuts to count in favor of giver, provided he is not hit himself. If both are hit simultaneously the count shall be given the one who lunged, as the one

who is attacked should take the parry. If both lunged neither counts.

18. A second thrust while in the same lunge is not allowed.

19. The jury must stop a corps-à-corps as soon as made.

20. A disarmament does not count.

21. Each contestant shall fence with the same hand throughout.

22. The dueling sword competition is governed by the same rules as the foil, with the exception that a touch on any part of the body, omitting the fencing hand, shall count. The diameter of the bell guard shall not exceed five inches.

23. The rules as to sabre fencing are same as above, except that a cut on any part of the body above the waist shall count.

24. Each competitor shall wear a dark fencing jacket and dark trousers, so that white chalk marks can be easily seen. And in the foil contest a fencing belt not exceeding four inches in width.

25. Foils shall be thirty-four inches long.

Dueling swords thirty-four inches long.

Sabres thirty-three inches long.

GYMNASTIC RULES

OF THE

Amateur Athletic Union

Revised May 13, 1890.

HORIZONTAL BAR, PARALLEL BARS, FLYING RINGS, VAULTING HORSE (SIDE AND REAR) AND CLUB SWINGING.

1. The competition shall be conducted by a jury composed of three judges, whose decisions shall be final and without appeal.

2. The judges must place themselves upon both sides of the contestants, in order to observe their general form.

3. The contestants shall draw lots and then perform in rotation.

4. Each competitor shall perform three exercises of his own selection or combination.

5. Except in case of accident to the apparatus no second trials shall be allowed.

6. The judges shall mark, each for himself, in a ratio to five points for a perfect performance, taking into consideration: 1. The difficulty of the exercise. 2. The beauty of the combination and its execution. 3. The general form of the contestant.

7. The winner of the competition shall be the one having obtained the highest aggregate number of points, next highest second, and so on.

INDIAN CLUB SWINGING.

Clubs weighing three pounds each shall be used, and

each contestant be allowed five minutes for a performance.

ROPE CLIMBING.

1. The rope shall be twenty-five feet, measured from the floor to a tambourine fastened to same at top. A cord shall be tied to the rope four feet above the floor, below which mark the contestant may grasp the rope.

2. The start shall be by pistol-shot, and the time taken when the contestant strikes the tambourine.

3. The winner shall be the contestant who has reached the top in the least time, next least second, and so on.

4. Each contestant to be allowed three trials.

WRESTLING RULES.

Catch as Catch Can.

Adopted by the Board of Managers of the Amateur Athletic Union, June 2, 1888. Revised May 13, 1890.

1. In all competitions the ring shall be roped and of not less than 12 feet or more than 24 feet square.

2. Weights to be: Bantam, 105 lbs. and under; Feather, 115 lbs. and under; Light, 135 lbs. and under; and Middle, 158 lbs. and under.

3. Any hold, grip, lock, or trip allowed, except strangling and full Nelson holds.

4. Nothing heavier than light slippers or rubbers without heels allowed on the feet.

5. Both shoulders shall be on the floor at the same time to constitute a fall.

6. A rest of not less than five or more than ten minutes shall be allowed between each fall.

7. No striking, kicking, gouging, hair pulling, butting, strangling, or anything that endangers life or limb shall be allowed.

8. Each contestant shall be allowed one second, who shall be permitted to call the attention of the referee to any point which, in their judgment, requires his decision; they shall not talk to or advise the contestants. Any contestant breaking Rule 7, or refusing to break any hold when so ordered by the referee, shall lose the bout and be debarred from further competition.

9. The contestants shall draw lots, after which No. 1 meets No. 2, No. 3 and No. 4, and so on, except that a meeting of members of the same club shall be avoided.

10. In case of an odd number of contestants, one of the defeated shall be drawn to compete with the odd one, who, if defeated, shall retire, and the contestant who defeated him shall be reinstated.

11. Any defeated contestant retires from the contest, except those defeated by the final victor may enter into competition for second place.

12. Duration of bouts shall be six minutes.

13. The referee shall have full control of the competition and his decisions shall be final and without appeal.

14. A time-keeper shall be appointed.

15. If no fall has been obtained by either contestant after the expiration of the specified time, the referee may award the bout to the contestant having shown the best qualities, or who evidently has acted mostly upon the offensive; or the referee may, after allowing three minutes' rest, order a supplementary bout of such duration as he may direct, not exceeding, however, six minutes.

16. Contestants shall be weighed within one hour of the beginning of the contest, and any contestant being over weight shall be rejected.

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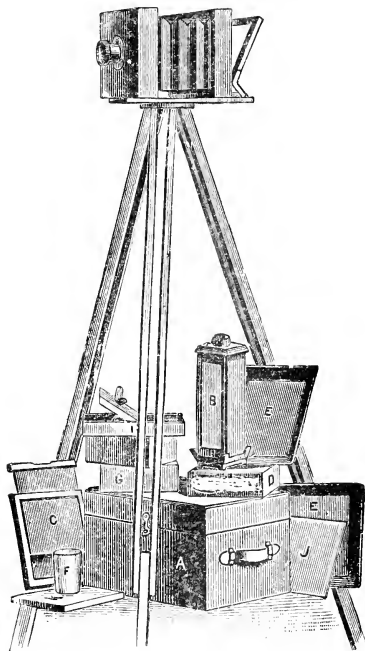
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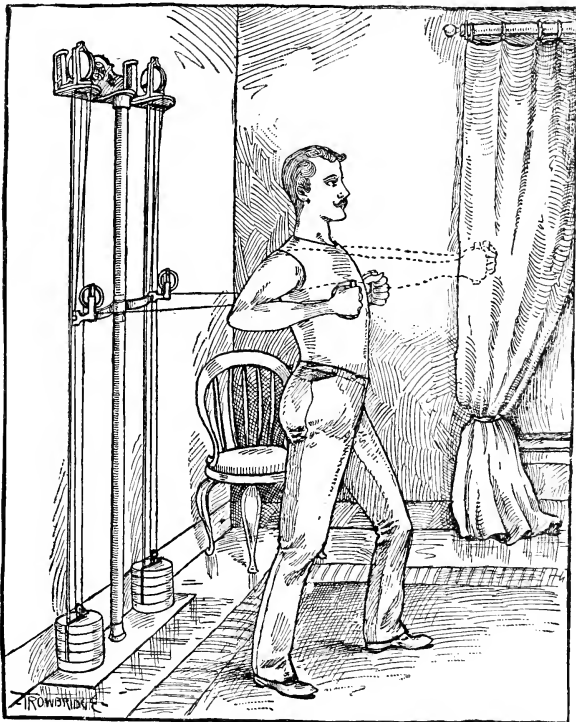
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Everything in Gymnasium and Apparatus Supplies.

THE MOST EXTENSIVE DEPARTMENT IN THE WORLD.

Estimates furnished, with specifications of p ns, for COLLEGES, SEMINARIES, PRIVATE RESIDENCES, in fact for ALL PURPOSES.



The illustration on this page represents **THE PEERLESS PULLY WEIGHT MACHINE**, the most perfect device for daily exercise at home ever invented. Adjustable to the height of any person, and in weight from five to thirty pounds, thus making it as useful for women as for men; even for youth it is a most excellent medium for daily exercise, and can be used with perfect safety. Catalogues mailed free to any address, also our General Catalogues of Indoor and Outdoor Sports.

A. G. SPALDING & BROS.

CHICAGO,

NEW YORK,

PHILADELPHIA,

LONDON.

108 MADISON ST. 241-243 BROADWAY.

1022 MARKET ST. 38 HOLBORN VIADUCT.

INDIAN CLUBS.

These clubs are manufactured at our own factory in Chicago. Only the very best of timber is used, *turned* by hand, and from models of the most approved patterns furnished by expert club swingers, and are therefore reliable in weight. The finish of these clubs cannot be excelled.

MAPLE CLUBS.

Made of good quality maple, finished in hard oil. Each pair wrapped in paper bag.

Weight, lbs. $\frac{1}{2}$ $\frac{3}{4}$ 1 1 $\frac{1}{2}$ 2 2 $\frac{1}{2}$ 3 4

Per pair.... 30c. 35c. 40c. 45c. 50c. 60c. 65c. 90c.

Weight, lbs. 5 6 7 8

Per pair....\$1.15 1.35 1.50 1.60

ROSEWOOD FINISHED CLUBS.

Made of good quality maple. A beautiful rosewood finished club, and at a low price.

Weight, lbs. 1 2 3 4 5 6 7 8

Per pair...80c. \$1.00 1.25 1.50 2.00 2.25 2.75 3.00

EBONITE INDIAN CLUBS

Made of choicest timber, handsomely finished in ebonite. The most beautiful club made.

Weight, lbs. 1 2 3 4 5 6 7 8

Per pair...\$1.00 1.10 1.30 1.70 2.00 2.25 3.50 4.00

EXHIBITION INDIAN CLUBS.

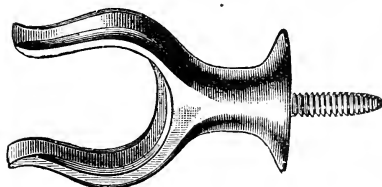
Made in four sizes only; 3 lb. size weighing about 1 lb., 5 lb. size weighing about 2 lbs., 7 lb. size weighing about 3 lbs., 10 lb. size weighing about 4 lbs. Very handsomely finished with ebonite band gilt beads. Just the club for exhibition purposes.

Size..... 3 lbs. 5 lbs. 7 lbs. 10 lbs.

Weight, about..... 1 lb. 2 lbs. 3 lbs. 4 lbs.

Per pair..... \$2.00 3.00 4.00 5.00

INDIAN CLUB HANGER.



Price, per pair..... 20c.

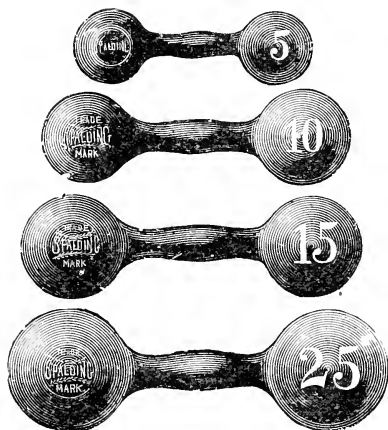
Every person in possession of a pair of Indian Clubs or Dumb Bells, should have these; made from malleable iron, handsomely japanned and finished; can be put up in a moment, and will hold any size Indian Club or Dumb Bell equally well in a wood partition or a plastered wall. Indispensable in gymnasiums.

Special prices on quantities.

IRON DUMB BELLS.

The very best made ; perfect in model ; reliable weight ; finished in black Japan.

IRON DUMB BELLS.



Made on most approved models, covered with black Japan. Per lb. 5 cents.

Weight, lbs.	2	3	4
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Per pair,	20c.	30c.	40c.
Weight, lbs.	5	6	7

Per pair,	50c.	60c.	70c.
Weight, lbs.	8	9	10

Per pair,	80c.	90c.	\$1 00
Weight, lbs.	12	15	20

Per pair,	\$1.20	1.50	2 00
Weight, lbs.	25		40

Per pair,	\$2 50	4.00
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For heavy weight Dumb Bells, we make with wrought iron handles at 8 cts. per lb.

Prices.

Weight, lbs.	50	75	100
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Each,	\$4.00	6.00	8.00
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Special rates made to gymnasiums on large orders.

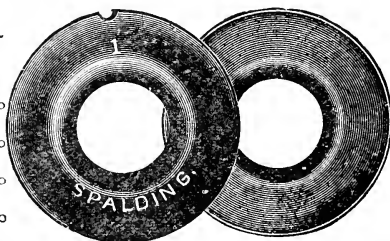
English Model Japan- ned Iron Quoits.

No. 1.—4½ in. in diameter, 2 pairs; per set, \$.70

No. 2.—5 in. in diameter, 2 pairs; per set, .80

No. 3.—5¼ in. in diameter, 2 pairs; per set, .90

No. 4.—6 in. in diameter, 2 pairs; per set, 1.00



LONDON PATTERN ENGLISH MAKE.

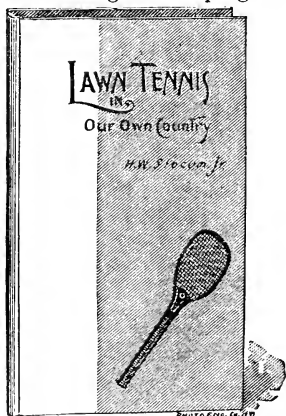
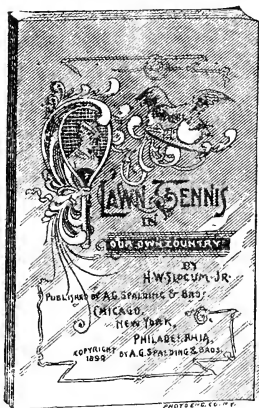
Superior Forged Steel Quoits, polished. These are very superior, turned true and made to proper weights. One set of these is equal to four sets of iron make.

2 lbs., two Quoits.....	Each, Per Pair, \$2.50
2½ lbs., two Quoits.....	" " 3.00
3 lbs., two Quoits.....	" " 3.75
3½ lbs., two Quoits.....	" " 4.25
4 lbs., two Quoits.....	" " 4.75
Wrought Iron Pins for the above.....	.50

SLOCUM'S NEW BOOK.

"LAWN TENNIS IN OUR OWN COUNTRY"

Is a new work on this popular and interesting game, by H. W. SLOCUM, JR. (Champion of America), and will be welcomed by all players and admirers of this exceedingly popular game. It will contain upwards of 200 pages, printed on elegant paper, in clear and distinct type, illustrated with Instantaneous Photographic Views of celebrated games in progress,



also noted strokes of famous players. Portraits in half tone of the prominent players of the country, complete rules of the game, historical records and statistics—in fact, every essential and interesting point of the game is ably and thoroughly treated by the author; and as an authority for reference on any vital point of the game, this work will be invaluable.

Price, in Elegant Cloth Binding	-	-	-	\$1.00
" " Paper	-	-	-	50

A. G. SPALDING & BROS.

PUBLISHERS.

CHICAGO.

NEW YORK.

PHILADELPHIA.

LONDON.

FOOT BALLS.

THE RUGBY FOOT BALL.

FOR THE RUGBY GAME.

Is oval shape, made of the best India rubber bladder with outside leather case.

Our Own Make.

No. 00. Spalding's Special Match Ball "Rugby," made of very fine leather. Superior to any football on the market. None genuine unless stamped "*Special Match*" and with our trade-mark. Price, \$5.

No. 3—22 inch circumference	\$2 50
" 4—24 "	3 25
" 5—27 "	4 00
" 6—30 "	4 50
" 7—33 "	5 00

THE ASSOCIATION FOOT BALL.

FOR THE ASSOCIATION GAME.

Round.

No. 0. Spalding's Special Match "Association" (round), same quality as our No. 00 ball. Price, \$5.

No. 3A—22 inch circumference	\$2 50
" 4A—24 "	3 25
" 5A—27 "	4 00
" 6A—30 "	4 50
" 7A—33 "	5 00

THE LILLYWHITE REGULATION BALL.



THE LILLYWHITE BALL.

The Regulation English Foot Ball, made by James Lillywhite, Fronde & Co., London, England. We are sole agents for the United States.

Regulation Size..... \$5 00

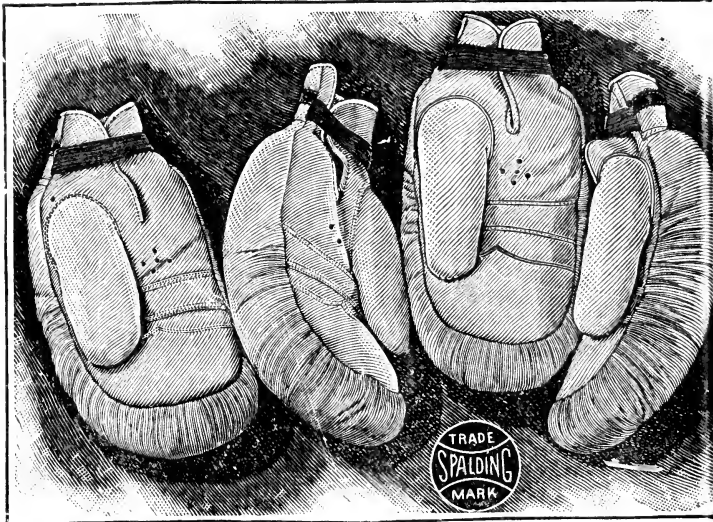
RUBBER FOOT BALL BLADDERS.

Made of best India Rubber, a good quality.

EACH.				EACH.			
No. 30 for Rugby Ball	No. 3, ...	\$0 80		30A Association Bladder, ...	\$0 80		
" 40 "	" 4, ...	90		40A "	90		
" 50 "	" 5, ...	1 00		50A "	1 00		
" 60 "	" 6, ...	1 10		60A "	1 10		
" 70 "	" 7, ...	1 20		70A "	1 20		

SPALDING'S PATENT CALIFORNIA BOXING GLOVES.

These gloves are conceded by all boxing masters to be the most perfect of any heretofore used. All grades possess the *Graham Patent Safety Grip and Finger Protector*. Only the finest and softest of kid is used, and stuffed with the best quality of hair. Prices, with full description of each grade, will be found in the following list.



No. 90, White Kid.

No. 90.—7 oz. California Sparring Glove, with *Graham Patent Safety Grip and Finger Protector*. Rubber band at wrist made from finest white kid. Stuffed with best quality hair. A large and soft glove. Per set..... \$7.50

No. 100, Dogskin.

No. 100.—7 oz. California Sparring Glove, with *Graham Patent Safety Grip and Finger Protector*. Lace front, made from fine dogskin. Stuffed with best quality hair. Per set..... 7.50

Nos. 110 and 120.

No. 110.—5 oz. California Exhibition Glove, with *Graham Patent Safety Grip*. Lace front, made from fine dogskin. Stuffed with best quality hair. Per set..... 6.50
 No. 120.—Same as No. 110, except made from *Fine White Kid*. Per set..... 6.50

No. 130, "Instructors' Safety Glove."

No. 130.—7 oz. Instructors' Safety Glove, with *Graham Patent Finger Protector and Bennett New Heel Pad*, which gives absolute protection and makes it practically impossible for sparrers to get hurt. Lace front, made from finest California Tanned Kid. Stuffed with best quality hair. A large and safe glove. Per set..... 7.50

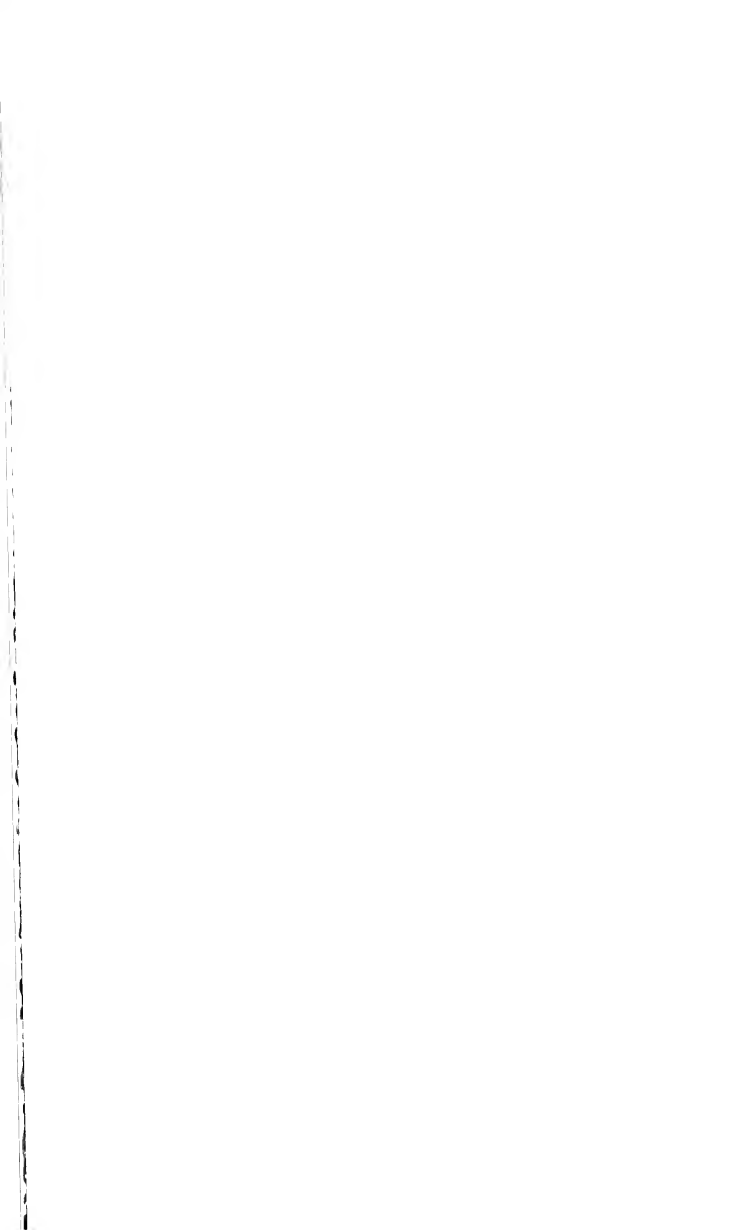
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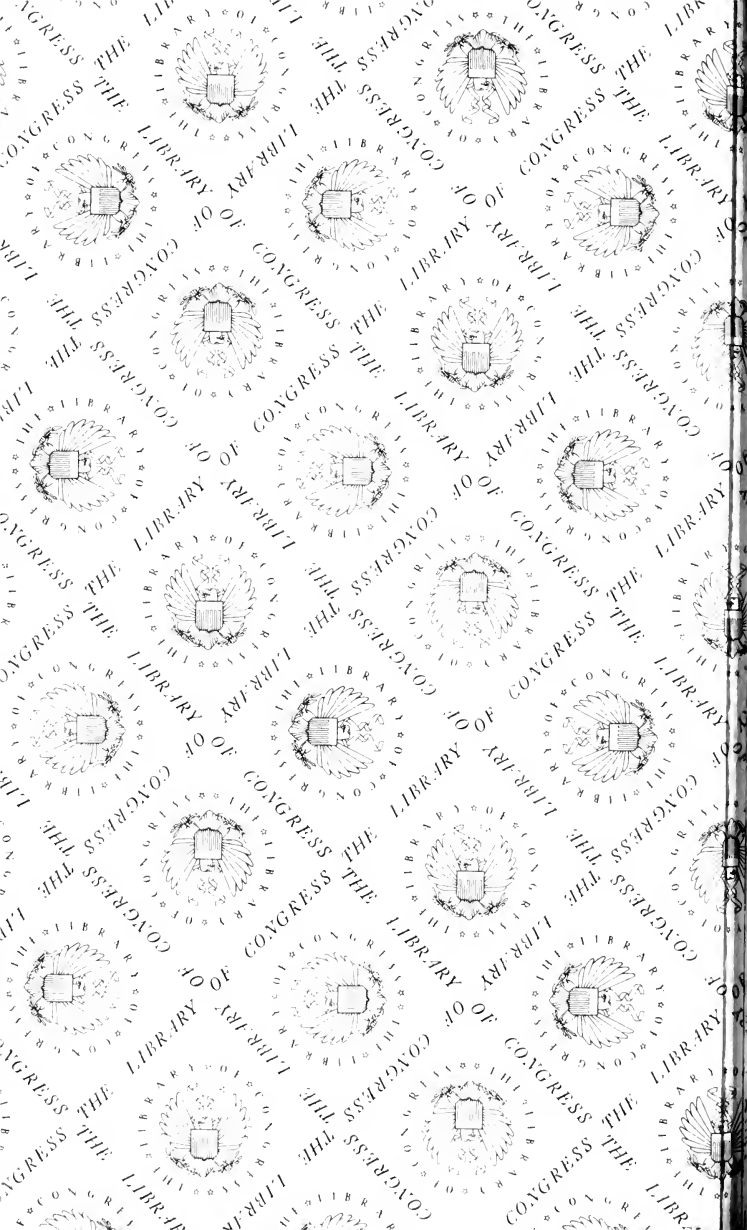
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CHICAGO.

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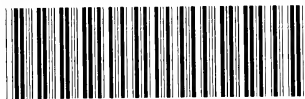




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